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WOT HAPPENED?!

Zzap!'s back, and better than ever! Bet we had you worried there for a moment or two. Truth to tell, it gave all of us at ZZAP! Towers a jolt. You may have read in a certain other C64 mag that ZZAP! had gone for good, but it was a bit of a porky, certainly a touch previous at any rate. Takes a bit more than Newsfield going down the pan to keep a mag as essential as ZZAP! from publishing.

The truth is Lloyd Mangram wanted a nice long holiday — he hasn't had one since the big N started over 100 years ago. Rumour has it he rang up the liquidators and got them to come in on 17 September to tell us all that Newsfield was insolvent, which is bit like being caught in Smiths with ten disk games in your sweaty hands only a pocketful of loose change to pay for 'em.

It was okay for lloyd. Despite moaning for years about never having a pay rise, he's more money stashed away under his mattress than the whole of Fort Knox. The rest of us had to take a hike to the local DHSS and sign on. Let me tell you, when they ask you that daft question about what sort of work you're going to be looking for, editorships of Commodore mags ain't that high on the list of likely opportunities.



xToo numerous to mention, the 'old' new staff gather for an Impactive photo.

So what really happened?

Yep, Newsfield, after eight valiant years and the two best eight-bit mags in the business, found itself short of cash. We were told that the failure of LM — Newsfield's general-interest youth title — back in 1987, and MOVIE the year after, were probably to blame, that and the recession of course.

All the magazines (plus games, computers, T-shirts and Robin Hogg's joystick) got collected by the liquidators to be sold off. The mags went up for auction, and immediately the bids started coming in, with one big London publisher wanting to set up a special company here in Ludlow to run ZZAP!. Another, Future Publishing (*Commodore Format*), wanted CRASH and ZZAP! *Commodore Format*'s publisher Jane Richardson denied their interest was simply in killing off the competition. 'CRASH and ZZAP! are very strong titles and we certainly didn't want them to die,' she warmly warbled. What exactly were they going to do with them, then?

'We had several options open to us had we got the titles. We probably would have incorporated them into our existing magazines.'

If that isn't killing titles off, I'm blowed if I know what is.

But rescue was at hand! Roger Kean — once ZZAP!'s editor — and a Newsfield director got together with our very own cover illustrator, Oliver Frey, and Jonathan Rignall to raise finance through Europress (*Games-X, Amiga Action, ST Action et al*). So was founded Europress Impact, still in Ludlow, and their bid for CRASH and ZZAP! won the day!

Of course we're all sorry that Big N's gone, but it's great to be back at work again (and they've bought me brand new Apple Macintosh to do it with). So you see it! Yeah! Better and brighter and glossier than ever on our nice new shiny paper and with a great two-part freebie poster calendar for 1992 — and an awesome line-up of Megatape games. Next issue's going to be even better, so keep reading ZZAP! — the mag everyone wants to buy!

WELSHMAN RETIRES!

Sadly it's true, the Welsh computer games wizard isn't returning to ZZAP!. After Newsfield's sad demise Robin returned to Lichfield to live with his girlfriend, Sam, and is so happy he's not coming back — aw!

Robin had such a good gamesplaying reputation at ZZAP! Towers that Thalamus had planned to poach him for their game development department!

Robin joined Newsfield almost four years ago on THE GAMES MACHINE where he quickly established a reputation for narking off software houses — and sometimes other reviewers! — with his hard marking and picky reviews.

Over two years ago now he made the fateful move over to ZZAP! magazine where his cheery grin and military-mania soon became known to the nation! Despite, uhm, unique time-keeping, Robin is much missed and we wish him well in his future career.



OLIVER FREY'S 1992!

To kick off the brighter looking ZZAP! 64, we commissioned Oli frey to do a special A2-sized double-sided 1992 poster calendar (phew, what a mouthful!). Part One is stuck on the cover (if it isn't, go back to your newsagent and asked who half-inched it). As you can see, one side's got a head on it and the other's got a — well a bottom bit of some geezer. Worry not! Next month's fab issue gives you all the other vital bits needed to make up two whole men-things and a year to boot. And there will be instructions on how to construct your ZZAP! Oli Frey 1992 calendar (batteries not included).





SMART MACES!

Activision's C64 conversion crashed and burned to the tune of 17% in Issue 47. Three years on, US Gold get a crack at the sequel, *G-LOC*. Robin Hogg spoke to the development team, Images.

A typically Sega coin-op, *G-LOC* is a rollercoaster ride with brain-burning speed and graphics, taken to the limit in the *R-360* version which uses a revolutionary cabinet to spin the player in all directions for the ride of a lifetime. To say the least, 20-year-old Images programmer James Smart has his hands full with this conversion...

The game moves the player from *Afterburner*'s behind-the-aircraft viewpoint to the more sensible location of inside the cockpit, complete with Head-Up-Display and simulator-style instruments. But in keeping with its predecessor gameplay is fairly simple; simply shoot down a set number of aircraft to advance to the next level. There's a constant stream of attacking jets and radar serves only to warn of attacks, plus a tight time limit and a nervy canyon run.

'It's a very impressive coin-op, very playable, particularly on the higher skill levels,' says Smart. 'More people were impressed with the *R360* version but you get a limited time on it and you're just shooting aircraft down. Rolling you all around is fun but the *G-LOC* stand-up machine is more sophisticated.'

Part of the sophistication comes from the choice of three skill levels. For Beginner missions you have automatic throttle control and movement is restricted to a tight corridor. Medium level introduces variable throttle control, while the Hard level gives you much freer movement through the 3-D world with full aircraft control.



The C64 aims to get in as much of this as possible, but some sacrifices are inevitable. 'First thing that goes is anything that uses too much memory! The parachutist death sequence is out, but two or three other death sequences are in as they're the same sort of thing really.'

An impressive coin-op effect unique to *G-LOC*, which James is particularly proud of recreating, is the jump from the cockpit perspective to an *Afterburner*-style third-person view when an enemy jet gets on your F-14's tail. 'Every time the game is updated we have the option of switching a new character set and sprite in at the same time: it's all very neat and tidy with frame 1 stored in one character set, frame 2 in the next.

In typical Images fashion, the coin-op's attract mode will be recreated as a separate load preceding the main game, but the game itself will avoid *Afterburner*'s multiload chaos.

'There's no reason why we can't have all three missions in one load, as the enemy aircraft are much the same each mission. The skill level select screen with the rotating planes may have to be in the intro, or a separate title sequence.'



THE NEED FOR SPEED

Clever, speedy loading is one thing, but with *G-LOC* on-screen graphic speed is the critical measure of how successful the conversion is.

'We've got the speed up and it's full-screen unlike *Afterburner*, sometimes it's 2 frames but generally it's 3 or 4 frames per second.'

The man responsible for converting the *G-LOC* visuals is ex-Probe graphic artist, 21-year-old Steve Bedser. And the emphasis for Steve is on large-scale graphics, as James continued.

'Graphically the enemy jet is the biggest object: it can be a screen wide and 9 characters down. The system can happily cope with 8 to 16 aircraft, smoke and missiles, explosions too: 64 objects in all, including the status panel, so it's pretty busy. We've put a multiplexor in for the hardware sprites to get 8 sprites all on one line if you need them. There's some flicker but it's every other frame and they're not in line for long.'

Flicker or not it's an impressive specification, especially so when you consider that each plane can have up to 16 frames of animation as it barrel-rolls past. 'The medium-distance planes have the most frames, the largest size less so, there's not much point on the smallest planes! For the canyons we can easily have up to 8 to 12 rock faces with up to 8 planes but tilting has been cut out as we can't have that many frames. We might have to cut out some of the aircraft animation frames on the rotation and the levels where there's ground targets, and the number of aircraft may be cut down.'

• *G-LOC* will be released by US Gold in the New Year for £10.99 cassette and £15.99 disk.

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TAPE CLINIC

● Is your wondrous Xmas Megatape not performing as it should? Have you checked and cleaned your tapeheads but there's still no go? Well, no worries, just bung it in a Jiffy bag and send it to the address below for a spiffing new replacement tape: ZZAP! Megatape 23 Returns, Spool Duplication, Unit 30, Deeside Industrial Park, Clwyd CH5 2NU.

We're back and you better believe it! We've got an incredible line-up of games for you, Silver Medal winners, Sizzlers and even Gold Medal mega-games. Next month we've got possibly the C64's finest game ever, Andrew Braybrook's awesome Paradroid! There'll also be the final instalment in the hilarious Spy Vs Spy series, an astonishingly good reader's game and a brill game demo. In the meantime enjoy this month's value-packed Megatape with two classic games and a brilliant construction kit!

BOULDERDASH IV CONSTRUCTION KIT

THE GAME

The object of Boulder Dash is to search through caves and collect the indicated number of diamonds in the time limit. The way to solve the caves is usually very simple, but not at first apparent. Please read the description of the game elements in the 'CONSTRUCTION KIT' to understand more about the different aspects of the game.

PLAYING THE GAME

Once the game section has finishing loading you will be asked for the number of screens you want to load. The program has 15 screens saved after it so unless you are loading your own you should type 15 at this point. The program will then load the required number of screens.

You can move your character, Rockford, around the cave using the joystick. If you find you can not complete the cave you are on, pressing RUN/STOP will make Rockford commit suicide! You can then start the cave again. You are awarded an extra life every 500 points.

CONSTRUCTION KIT

By using this part of the program, you can create your own Boulder Dash caves and intermissions. You can also make a complete game by using up to 64 screens in any order of caves and intermissions. These designs can be used with the Boulder Dash IV game.

Starting: When editing for the first time, you will be presented with a menu that gives the choice of editing a current cave or intermission or creating a new one. Use the joystick to move the pointer on the menu, and click on the desired option.

Along the top or side of the screen you will see a number of icons. Reading from left to right their functions are described below.

OBJECTS

Boulder: The rocks will fail if unsupported and can be pushed if there are no objects in front of it. When selected, place on the game screen by moving the joystick and pressing fire.

Diamond: In every cave a certain number of diamonds need to be collected to win, and to leave the cave.

Enchanted Wall: Looks like any other wall, except when hit by an object it will 'mill' for a certain time. During this time, it will turn boulders into diamonds and vice versa.

Wall: A regular wall used to build spaces and paths. It can't be crossed, but can be destroyed by explosions.

Titanium Wall: This wall is indestructible.

Growing Wall: If there are no obstacles next to it, this wall will grow into any free space.

Extra Rockford: These won't move, but you must protect them from being destroyed by boulders, etc.

Dirt: Used as a filler. Stops all objects except Rockford!

Fireflies: They explode on contact, killing Rockford. They are destroyed by dropping boulders on them, or by contact with Amoeba.

Butterflies: They behave above, except they produce diamonds when they explode.

Amoeba: This grows through dirt, and unless confined (when it will turn into diamonds) will eventually turn into Boulders.

Slime: Looks like Amoeba, but allows rocks and diamonds to pass through.

Hidden Exit Door: This door looks just like Titanium Wall, and is obviously difficult to find.

Exit Door: This will be revealed as soon as the required number of diamonds have been collected.

Entrance: This is where Rockford starts.

COMMANDS

● Line Mode: This draws a row of the current icon selected. Click for the start position, and click again for the end position.

● Random: Selecting the dice icon will place 20 of the selected objects on the game screen randomly.

● Eraser: (Press E) This selects an empty space, which can be used to delete misplaced objects.



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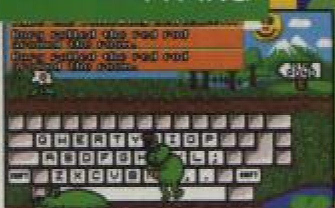


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Archimedes and PCW versions will follow in early 1992.
Spectrum, C64 & CPC available early November.
Amiga ST & PC available end of October.

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● C:(Press C) A colour menu will be displayed. Move the joystick until you get the desired colour, then press FIRE to select another colour register.
● T: (Press T) This tests the screen you are editing. Use the joystick to control Rockford. You have one life only.
M: (Press M) This selects the main menu described below.
● N: (Press N) This selects new screen, and clears the cave/intermission you are working on.
● P: (Press P) This removes the selection enabling you to work on a larger area.
● CLOCK: (Press V) This allows the timings and counters to be altered. Use the joystick to alter the values. Other functions accessed by keys only are:
● F-Full screen (view the whole playing area)

MAIN MENU

Using the main menu you can set a sequence using load and save. Simply load each cave in turn and save them on to one tape after the other, making a note of how many caves/intermissions are in your sequence. They can be reloaded at the start of a Boulder Dash IV game.



CRITICAL RAVE

Boulderdash's Rockford is probably the most popular character ever created on the C64 and was for a long time a margin character in ZZAP! itself. But his reputation was earned fairly and squarely by a series of astonishingly playable games culminating in Boulderdash IV, which combined a complete game with a comprehensive construction kit. Predictably the critics went wild!

'This is a Boulderdash player's game come true — an easy to use construction kit which allows you to design the screens you've always wanted to play.' Julian Rignall.

'...quite simply brilliant. It's got immense potential...' Gary Penn.

'I flipped over this. It's brilliant. There's no end to the amount of weird and wonderful designs you can come up with.' Richard Eddy.



Below are the original marks. People new to Boulderdash might quibble over the hookability mark — initially the game may seem a bit dull and — heaven forbid — just another puzzle game, but once you get the hang of it wave goodbye to supper, breakfast, hair... Then once you've mastered the game, you can create your own incredibly difficult screens to torture your friends with and even send into ZZAP!.

PRESENTATION 99%
Comprehensive instructions and many useful options which are incredibly easy to use.

GRAPHICS 83%
Simple, but pretty and effective. The colour scheme is entirely up to you...

SOUND 71%
The original Boulderdash title screen tune and spot effects.

HOOKABILITY 95%
The game is delightfully simple to get into and the construction kit is a joy to use.

LASTABILITY 97%
As many screens as you want, limited only by your imagination.

VALUE 97%
Comprehensive instrucfTwo excellent products for the price of one.

OVERALL 97%
The definitive purchase for Boulderdash fans.

CAVES AND SEQUENCES

A NOTE ABOUT CAVES AND INTERMISSIONS: A standard Boulder Dash 'game' consists of a total of 16 caves and 4 intermissions. The caves are made up of 4 TV screens of maze, etc, and this is where the players must collect the required diamonds. After every 4 caves the player is rewarded with a 'bonus game', the intermission. This is just a single screen, where he/she can score extra points or lives. Obviously using this kit, one can alter the number of caves and intermissions to any number or sequence.

SPY VS SPY II: THE ISLAND CAPER

(Software Business)

MISSION OBJECTIVE

Your mission, should you choose to accept it, is to find and recover all three parts of the top secret XJ4.25 missile. The missile parts are located on Spy Island. Not only must you find the parts, you must also assemble them in the correct order before transporting the missile off the island by submarine. Your opponent has the same mission.

To aid you in this mission, you have been provided with the all-in-one, multipurpose island trapulator. This handy little gadget is complete with a computer-generated mapping system and a few items for building nasty little traps for your opponent. Your opposite number also has a trapulator.

GAME OPTIONS

When the game has loaded and the spies have landed on the island, you will be presented with a number of options that you may alter. These are as follows:
Number of Players (1 or 2)
Difficulty level
Computer player intelligence
Escape submarine revealed or hidden until the end





CONTROLS

Picture the screen as a three-dimensional area where you can go Left and Right or In and Out of the screen. Moving the figure left and right is achieved by moving the joystick left and right. When the figure reaches the extreme left or right, the screen will scroll in that direction. Moving the figure in and out of the screen is achieved by moving the joystick up or down. Along the background or foreground are gaps. These are passageways where you may go to other parts of the island. Pressing Fire whilst in range of any object or mound of sand (three small triangles) will lift the object. Items may be hidden by the sand mounds and these may be found if you are lucky. If you are not, you may find your opponent has placed a booby trap there, blowing you to smithereens...

RUN/STOP Pause
S Music On/Off
F5 Return to Option Screen



USING THE TRAPULATOR

The trapulator allows you to store and use various items and tools for completing the mission.

Along the side of the screen are a number of icons. These represent the items that you will need in your mission. Next to the icons are indicators that tell you whether you have at least one of that item. There is only one gun on the island. If you find the gun you can shoot your opponent. This can be done when the other spy is on the same screen as you. Simply line up your spy with the other, pointing the gun in his direction, holding Fire down, then pulling the joystick forward. NOTE: Some bullets are duds and the gun is not always fully loaded.

If you find an item on the island, you may pick it up by standing over it and pressing Fire. Pressing Fire again will store it in the trapulator.

NATURAL HAZARDS

There are a number of hazards around the island. These are:

- **Volcano:** This will erupt when the clock reaches 0.
- **Quicksand:** Unwary spies can fall in this. Get out by moving in a circular direction.
- **Drowning:** Spies cannot swim so don't stay in the water too long.
- **Sharks:** As well as drowning you water also contains sharks, which are quite partial to a spy drumstick or two.

COMBAT

Hand-to-hand combat can only occur when both spies are on the same screen and also within range of each other. Holding Fire down will produce a sword. Moving left and right with the joystick whilst holding down Fire will jab your opponent. NOTE: When you are within combat range you cannot access your trapulator. Combat mode ends when either spy gets caught in a trap, moves out of combat range, or dies.

BOOBY TRAPS

You may select any of these traps, providing you have them in your inventory. Coconut Bombs — Napalm — Rope Snares — Shovel for digging pits.

To place a trap, simply press Fire twice, use up and down to select the trap, then press Fire to hold the trap. Position your spy where you wish to place the trap, hold down Fire and pull the joystick forward. The trap will disappear and you will hear a whoosh as it is buried. Once set, either spy may set a trap off. Snares are set by selecting the rope, then pushing your spy against a tree (the spy will then automatically climb the tree and tie the rope to the top). You may then position the noose near the bottom of the tree.

In order to make coconut bombs, you need a coconut (obviously) and some petrol. As this is a tropical island, coconuts are scattered here and there. Petrol is a different matter. The amount of petrol you have is displayed on the gauge on the bottom-left of the trapulator. You can refill by finding the plane wreck and pushing your spy against it.

As well as digging pits with the shovel, you may also place sharpened wooden stakes at the bottom. Find a stake and pick it up. With stake in hand, walk over to a pit. Your spy will automatically place the stake and cover it with earth. NOTE: The shovels are not too good, each one can only dig eight pits before breaking.

MAP

You may, except when both spies are on the same screen, read your map. Shown on the map are:

- 1. A flashing area showing where you are.
- 2. A dotted line showing the last few areas that you visited.
- 3. Quadrants containing white squares show the location of the missile parts.
- On levels 5 and 6 there are two islands and travel between them may be necessary to complete the game. However, there is only one way to cross.

MISSILE CONSTRUCTION

The missile is in three pieces, and you can only carry one piece at a time, so you must collect adjacent pieces in order. EXAMPLE: If you have the tail section and you have found the centre section, stand over the second section, hold Fire, then pull back on the joystick. The section in your spy's hand will drop and automatically connect to the second part. The two sections can then be picked up and carried as one. Below each spy's screen, is a diagram of missile parts. As you pick up a section, it will flash on the display.

ENDGAME

The game ends when either your spy dies or he leaves the island in the submarine with the missile. Your sub is moored somewhere off the coast of the main island. It will surface when you approach with the missile. Look for it at both the northwest or northeast beach. When you see it, wade out to it and sail off into the sunset to a farwaway isle! Ahhh! Loverly!

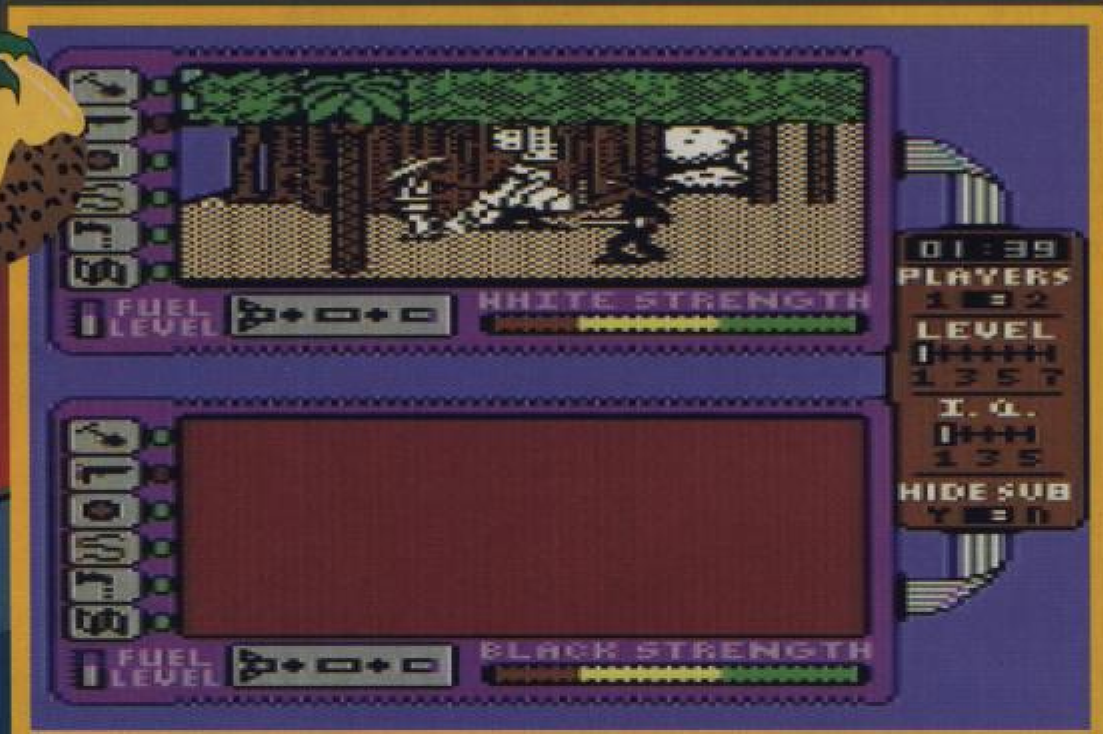
CRITICAL RAVE

'I've been a great fan of *Spy Vs Spy* since its release... and I was extremely chuffed at First Star's decision to produce a follow-up... I especially like the really sick result of setting off traps such as coconut mines!' — Gary Penn.

'The things you you can do to each other are amazing!' — Julian Rignall.

'Games ought to be fun to play, but to be offered genuine humour as well as a need for quick and clever thinking is really all you can ask for — and this game provides it.' — Paul Sumner.

Overall: 92%.



GET YER MITS ON

THE HITS 2



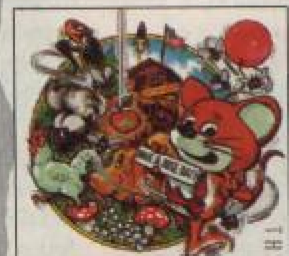
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Five more smash hits bringing you the very best from Thalamus during 1990–91. "The original HITS is reputed to be one of the best-selling compilations ever," said *New Computer Express*, "...How can Thalamus follow that? Easily... The HITS 2 is a compilation not to be missed."

THALAMUS

THALAMUS LIMITED, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW

Ocean, £10.99 cass, £14.99 disk

WWF

SIZZLER

Remember Saturday afternoons sat in front of the telly, watching big, hulking hairy fellas flinging each other round a (square) ring pretending to hurt each other? Corky gets in the ring to see if Ocean have caught the thrills of the hammiest sport in the world!

Oh the joys of wrestling! The blood, the sweat, the tears… the brightly coloured underpants! Fun for all the family, to be sure! What a tragedy when they went and axed it from ITV. So unless you've got satellite TV (and let's face it, only forty-five people have!), your only chance to see those beefy brutes battling it out is in World Wrestling Federation, the game.

Your goal in WWF is to win the Wrestlemania Belt , a tough task indeed as you'll have to compete against five of the meanest, obscenest wrestlers around. There's Mr Perfect, who's into showing off just a bit whilst performing his Perfect Plex manoeuvre. The Warlord is rather nifty at Full Nelsons, the Million Dollar Man certainly works for his money with the odd Back Breaker or three. The Mountie enjoys dishing out Drop Headlocks (ouch!) and Sergeant Slaughter is sure to give you the hump with his Camel Clutch!



● **Don't kick a man when's he's down — jump up and down on his stomach to really do the damage!**

You have at your disposal the notorious Hulk Hogan, decked out in yellow panties, the Ultimate Warrior, who knows all there is to know about giving his opponents a good old Gorilla Press, and British Bulldog, whose fetish lies in Power Slamming!

Choose one of the three and get ready to slog your guts out in a big way. But before you commence with biffing and bashing, there's a two-player practice mode, just to toughen you up a bit — and by golly, you're gonna need it!

Each wrestler has a strength indicator, displayed at the side of the screen. This determines how quickly he can recover from being knocked to the floor, or how fast he can throw off the lump of lard who's pinning him down!

Each match lasts a maximum of five minutes and can be won by pinning your opponent to the canvas for three seconds. That's not as easy as it sounds: unless your opponent has had his energy reduced to zero he'll be able to shrug you off by hammering the fire button.

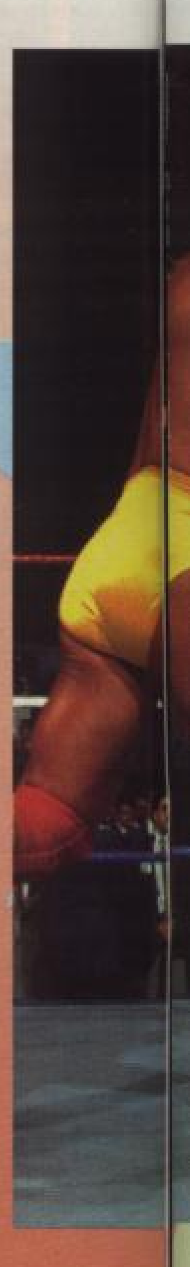
You can execute a varied array of moves with combinations of fire and a direction. Each individual wrestler has his own aforementioned special move, along with the usual punch, kick and drop kick manoeuvres. Whilst running, you can carry out the Flying Knee or Flying Kick strategy. If things are getting a little hectic in the ring, you can climb the posts and perform tricky leaps from there, or leave the ring and battle it out on the floor — but don't take too long, after twenty seconds you're disqualified.

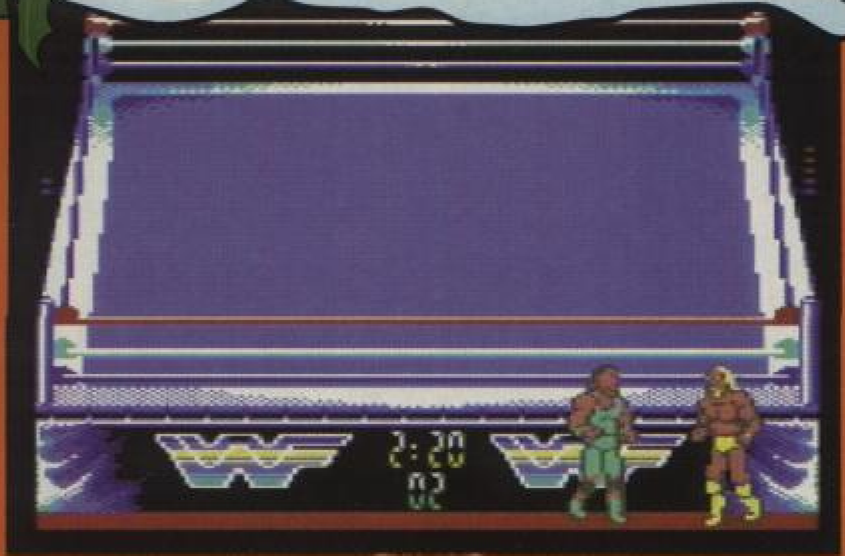
Whilst things are hotting up in the ring various icons appear in the lower part of the screen. The finger icon instructs you to press the fire button as quickly as you can to ensure your wrestler gets up in time. The joystick icon appears when you're having a good old grapple. Waggle the stick at great speed to increase your grapple strength (shown by a rising bar at the side of the icon). The first player to reach maximum grapple performs his own special move on his opponent.

If there's not an outright winner at the end of five minutes, the match is declared a draw and your challenge



● **Oh no! A grapple! Waggle like frantic to win and drop the other guy to the canvas.**





● Drive the cropwd wild with some out of the ring scrapping, but watch out fot the 20 second time limit!



● While the other guy hammers the fire button to get up, his opponent climbs the ropes to finish him off for goof!

for the Belt is over. If on the other hand you manage to show the world what you're made of, it's on to wrestle another hulking hero. Extra large torso, extra large ego, extra large panties!

After playing WWF on several machines I can honestly declare the Commodore version is the best I've seen to date. The characters are really quite large, well detailed, nicely animated and flicker free. There's not much to look at on screen apart from the ring and the wrestlers, but at least things are tidy and you can see what's going on. Sound isn't quite so impressive, after a decent intro tune you're reduced to spot FX once in the ring.



Playability is high though, the various moves are fairly challenging and keep you on your toes. It's not just a case of waggling the joystick, pressing the fire button and hoping for the best. The manoeuvres can be executed really well with a bit of patience. I especially like climbing the ropes for superjumps, but watch out for getting caught in endless grapples. Umpteen times I've had someone half-dead only for them to come back, trap me in a corner and execute grapple after grapple. Once they're so close to being eliminated they really get their blood up and there's no way you can waggle to victory in grapple, not unless you're prepared to reduce your hands to raw flesh! But this means you can't rely on one simple move to be victorious.

I enjoyed WWF, it brings the animal out in ya! There was a hell of a lot of gruntin' and groanin' going on in ZZAP! Towers when this arrived in the office and that's before we'd even got the game out of the box! A must for grapple fans everywhere!





I have to admit I thought this was going to be my least favourite of Ocean's Xmas line-up. Nevertheless WWF has turned out to be a real winner and possibly the most fun game this month. It opens with searchlights playing over a crowd, a simple programming gimmick which nevertheless looks good, as do some finely drawn character pics.on the selection screen and interlevel challenge screen, where hilarious insults are made!

The actual game isn't quite so glossy; the icons flashing at the bottom of the screen are neat, but the ring is a bit spartan and the characters aren't that slick. However the important things are there, the characters are well animated, move quickly and there's lots of moves to master. Two-player mode is hysterically funny with frantic joystick waggling in the grapples, followed up by the victor jumping on the other guy's stomach. Be careful though! — grappling is dangerous, especially against computer players, so it's wise to practise the drop kicks, punches, rope drops and so on. Eventually the five opponents should be bested, which raises the question of why not a league for more long-term play, but if you've got a friend to challenge then this doesn't matter. WWF is a fun and original beat-'em-up well worth giving a fling!



Credits

A Twilight Production

PRESENTATION 87%
Neat intro and interlevel 'insult' screens. Each of the five levels is a multiload, but three continue-plays ease the pain. There's also a choice of three characters to control, and two-player 'practice mode'.

GRAPHICS 84%
The wrestlers aren't incredibly impressively static, but are speedy and well-animated through a wide variety of special moves.

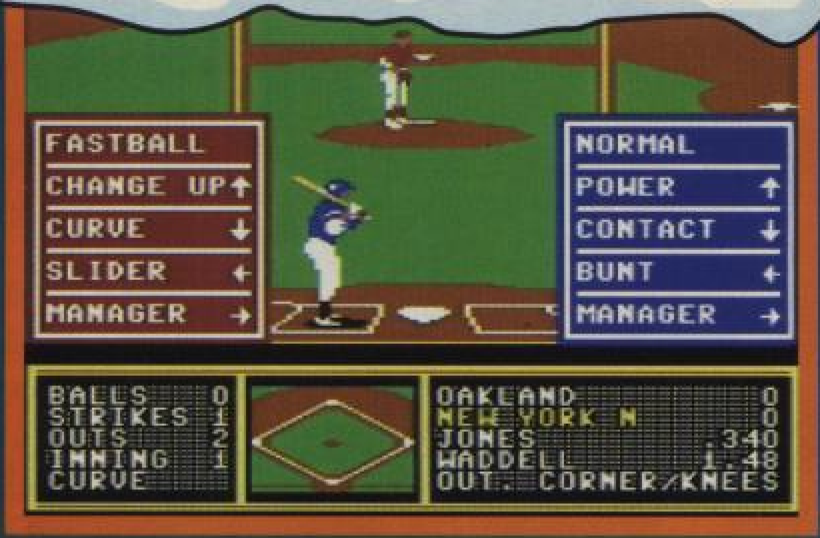
SOUND 78%
Good intro music, basic thumping spot FX in-game.

HOOKABILITY 91%
First opponent is a push-over making for quick addiction.

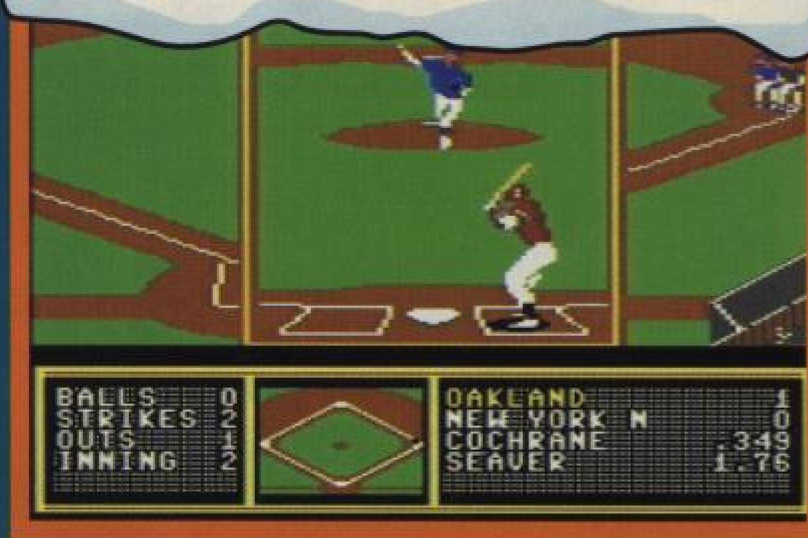
LASTABILITY 88%
Five opponents aren't that many, but you've got three different characters to master, each with their own unique moves, plus a great two-player mode.

OVERALL 90%

Top-notch beat-'em-up action!



● Both batting and pitching menus allow the selection of management options.



● Oakland's Cochrane steps up to bat, with a runner already on first base.

TONY LA RUSSA'S ULTIMATE BASEBALL

SSI/US Gold, £25.99 disk

America's national sport is simulated yet again, this time by strategy/RPG specialists, SSI. As in *RBI 2*, you can select any two major league teams to contest a game, but there's no league option. Teams can be player- or computer-controlled, although the latter option still allows you to make management decisions.

Pre-match screens let you select your starting line-up and batting order. The players' full stats are shown including batting average, RBI, home runs and stolen bases.

Out on the ballpark the pitcher-batter confrontation is shown from behind the batter. Both pitcher and batter get a separate menu of options selected by pushing in a direction or pressing fire (as in *Hardball*).

There are four types of pitch: Fastball, Curveball, Changeup, plus either a Knuckleball, Screwball, Slider or Sinker. Once the pitch is selected, a joystick movement determines its direction — the longer you hold the joystick in that position, the further in that direction the ball will go. The pitching menu also gives access to extensive fielding and relief pitcher options.

Similarly the batting menu allows you to make tactical hitter/runner substitutions as well as telling the batter what type of shot to attempt: Normal, Power, Contact or Bunt.

If a legal hit is made the scene switches to an elevated view of the field, scrolling to follow the ball. A radar scanner shows the positions of base runners. The batting player simply presses right to advance the lead runner: the others follow automatically, so it's far less fiddly than *RBI 2* where you had to control all the runners. Fielding is also simplified — you can't dive or jump to make a catch/stop.

The only real advantage over *RBI 2* is the fielding tactics, allowing you to position fielders to suit the situation. Otherwise the game is slower-paced with lower-scoring matches, due to the great difficulty in hitting the ball. You have just a split second to decide whether to swing, and timing a hit takes much practice.

Although it offers a tad more realism, *Ultimate Baseball* isn't as much fun as the free-scoring *RBI 2*.



As you'd expect of an SSI product, *Tony La Russa* pushes the amount of baseball detail in a game to new heights. This extends not only to warming a pitcher up before he's used, but the superb graphic detail of the guy actually practising pitches in a small trap off the field! No less impressive is the animation on the fielding/running sprites, which are all quite large. Unfortunately this has a strong downside with the ball moving at a snail's pace across the huge ballpark, and fielders are no faster, which is very frustrating.

Graphic style also has a negative impact on the crucial pitcher-batter confrontations. Once again the sprites are large and very well done, but they seem a lot closer together than on *RBI 2* and there is thus only a very short time to decide whether to try hitting a ball, and how to hit it. It always takes practice to start making home runs, but *Tony La Russa* is particularly tough — especially if your opponent mixes in lots of no-balls which are very hard to spot, so you end up swinging for balls you can't hit. (Concentration isn't helped by appalling 'organ' tunes at crucial moments.)

Nevertheless, tolerant baseball fanatics wanting yet more realism could well find *Russa* enjoyable — albeit far from perfect and dreadfully overpriced.





Credits

A Beyond Software, Inc. production.
Design: Don Daglow
Program: Mark Buchignani
Graphics: David Bunnett, Arturo Sinclair
Music: The Fat Man, Linwood Taylor

PRESENTATION 51%
No league, but 26 teams, changeable starting line-ups & batting order with detailed stats.

GRAPHICS 70%
Big ballpark and nicely animated sprites, but it all moves a bit too slow.

SOUND 28%
Shoot that organist!

HOOKABILITY 70%
Frustratingly difficult to hit the ball.

LASTABILITY 74%
Sports enthusiasts will appreciate the realism, pity there's no league.

OVERALL 71%

Marred by slowness.

WORLD CLASS RUGBY

Audiogenic, £11.99 cassette, £15.99 disk

I never did like rugby much. At school we were forced to play in freezing cold weather — there had to be at least six feet of snow before the PE teacher would even consider staying indoors. However, watching the World Cup on TV I started to appreciate the game's subtleties. Therefore the prospect of playing rugby without getting cold, muddy and bloody seemed very attractive.

World Class Rugby has a vast array of options and features. As well as the full World Cup tournament you can play friendlies or compete in an eight-team league and the facility to play friendlies. Any of the 16 teams can be human/computer-controlled and each has accurate home and away strips. You can even swap round the players in the squad. Other options allow you to alter wind speed, pitch type (grassy, muddy or icy), computer skill level (0 to 8) and turn the offside rule on/off.

The match perspective is elevated and looking down the scrolling pitch. This is accurately sized with all the proper markings to indicate your position — also shown by a small radar scanner. The player under your control has a large arrow over his head. If he's got the ball, he also has a small bar below him with a dot moving left/right — this is used for kicking, subtly affecting the ball's direction; holding down fire rapidly increases power. As in real rugby, tactical kicking is an important aspect of the game. And there's even the rule that you can't kick the ball out on the full outside your own 22. (I guess you mean it's got all the weird rules — Ed.)

By pressing fire with left/right you can accurately pass to the best place teammate in that direction. Tackling is somewhat tricky as you have to dive at the ball-carrier, but you do get the hang of it. When a player is tackled, a ruck (loose scrum — Ed) usually results — pushed forwards by waggling the joystick. The same technique is used for set scrums, but before these you get to choose from a selection of special plays such as Scissors, Loop, and Blind Side. This also occurs before line-outs (where you press fire to make your players jump) and penalties.



● Both rucks and set scrums are won by frantic joystick waggling.

The latter result from random stamping in the scrum or tackling from an offside position. Cleverly, though, the ref often plays the advantage if you're in a good position. If a penalty is awarded in the opponents' half, it may be worth kicking at goal. The kick is aimed using a graph at the bottom-left of the screen. You must stop a vertical line moving left/right to select direction by pressing fire, and hold it down to select power via a horizontal bar moving up/down. This is also used for the kick-off and drop-outs on your 22 (after you've touched the ball down behind your own try line).

Yep, it's all here and it plays so well too. Matches realistically involve a combination of scrappy forward play and fluent passing moves by the backs — along with a flexible kicking game. Furthermore, you can replay great tries in normal or slow motion and even save them to show your friends. There's no doubt that this is the definitive rugby sim.



Denton Designs have come up with the goods again, I may not understand all the rules yet — but they're all there and this depth ensures a genuine long-term challenge. Unlike the Domark game, the bias is toward passing and running, breaking away from scrums usually ensures some progress. Initially tackling is tough, judging when and how to tackle is a little tricky and takes time to master. But racking up a few tries relatively easily in two-player games is a good introduction to a comprehensive and enjoyable program. The sprites are well done and they move reasonably quickly, while the play menus make complex plays relatively simple. Good fun for fans and non-fans alike.



● Even an incredibly muddy pitch can't help the beleaguered Wales as an England player dives in to score a try.





PRESENTATION 90%
Vast array of options with World Cup, league and video replays.

GRAPHICS 73%
The elevated view works well and the largish players are nicely animated.

SOUND 78%
Nice intro tune plus in-match tunelets and crowd FX.

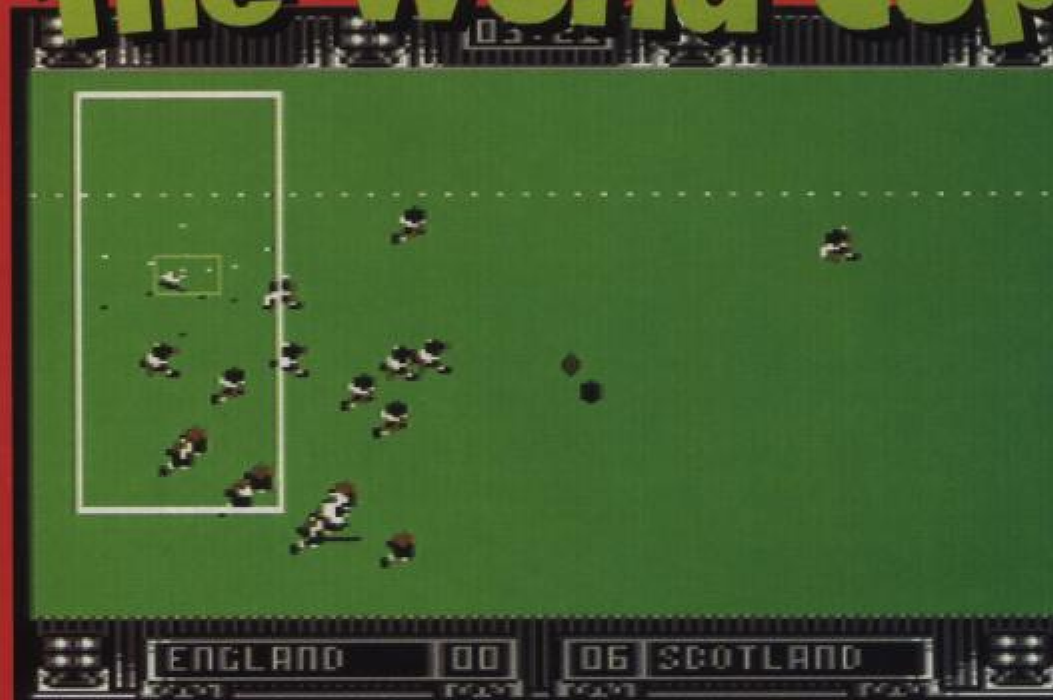
HOOKABILITY 82%
Well-implemented controls allow you to play like a professional (whoops, I mean amateur!). Two-player games are frantic fun.

LASTABILITY 87%
The computer is tough to beat even on the lower skill levels, and the tournaments provide a great challenge.

OVERALL 84%
A thoughtfully designed and well-implemented simulation.

RUGBY — The World Cup

Domark, £10.99 cassette, £14.99 disk



● **Oh no! A disaster for England! But any team would be hard-pressed to beat the extremely tough computer opponent in this official World Cup game.**

Contrary to popular opinion, the game of rugby was not invented by schoolboy William Webb Ellis, but instead began when one of my equally rotund ancestors sat on a football and squashed it into the now familiar oval shape!

From humble beginnings rugby union has evolved into a truly international sport, spanning such vastly diverse cultures as Western Samoa, the USA and even Wales! Every four years, the best sixteen international teams come from far and wide to play for the World Cup — the world's biggest sporting event after the Olympics and the soccer World Cup.

In Domark's official version of this prestigious tournament, the human/computer-controlled teams are split into four groups of four: the top two from each go through to the quarter finals. Other options allow you to play a friendly and alter match length.

The match action is shown from directly overhead with tiny *Kick Off*-style players running around the huge scrolling pitch. It's so big and your players so slow, that you can 'run' for ages and get nowhere near your opponent's end! A small radar scanner shows exactly where you are, which is just as well, as the pitch has few markings — it's mostly just a vast expanse of plain green. Another graphical disappointment is the lack of accurate team colours: the two sides always play in black or white shirts.



● **The kicking screen brings an attractive Cinemaware touch to the game — without multiload hassle.**

Sadly, gameplay sophistication is no better with many standard rugby features missing. Why, there aren't even any penalties — so England would have no chance of scoring! There are line-outs and (odd-looking) scrums, of course, but no choice of tactical moves as in *World Class Rugby*. Instead, both simply involve rapid joystick waggling. There are no mauls or rucks, only set scrums, and it's difficult to get the ball out of these as the scrum half is often tackled before he can pass the ball out to the backs. So you usually get a long series of scrums, getting nowhere.

Once the ball does get into open play it's not much better. Accurate passing is easily achieved by pressing fire with left or right, but clever running moves are virtually impossible due to the players' poor positioning. This lack of intelligence carries over to tackling with 'cowardly' defenders often running away from the ball-carrier! Defending against a computer team is almost impossible, and when you do get near the ball-carrier he lobs a massive, perfect pass way over to the other side of the field!

The inevitable try is followed by a conversion attempt, and a change of view to just behind the enlarged kicker. A white cursor moves sporadically left/right; press fire when it's between the posts to score — dead easy. Kicking during open play is achieved by pressing forward or diagonally forward with fire held down to determine the strength, but you never have enough time to do a long positional kick so it's an ineffective tactic.

If you really want to kick something, I suggest booting this slow, woefully inaccurate simulation into touch.



Despite, or because, of a few tries scored on the old rugger pitch at school I can't claim to be much of a rugger fan. Although broken bones, teeth and so forth may be an acceptable risk in some things, when it's the whole point of the game I raise an eyebrow. Initially Domark's rugby looks good, with lots of tiny sprites running around much like Amiga *Kick Off*. There's an attractive screen for the conversion kicks and an effective radar scanner. Unfortunately the game soon breaks down into a series of repetitive scrums — getting the ball out takes ages and lots of frantic joystick waggling, then when you do get the ball out the man is soon tackled. Time and time again passing takes an agonising couple of seconds which are soon lost under a mass of forwards. After a few games I felt the real thing couldn't be any more exhausting, and certainly a lot more fun.



PRESENTATION 44%
Surprisingly few options, for friendlies you can only choose from eight teams.

GRAPHICS 46%
Slow, tiny players on a featureless pitch. Attractive conversion screen.

SOUND 48%
Okay title tune, simple in-game FX.

HOOKABILITY 42%
Crude action lacks many rugby features. Even two-player matches are tedious.

LASTABILITY 34%
The virtual invincibility of computer teams makes the World Cup tournament a washout.

OVERALL 36%
Unrealistic and unplayable.

HUDSON HAWK

Alchemy is the pseudo-science of turning lead into gold, magic which Special FX had much need of in turning Bruce Willis's hugely expensive turkey into a game which could fly on the C64. STUART WYNNE dons titfer and shades to see if they succeeded.

Ocean, £10.99 cassette, £15.99 disk

On the atomic table, lead doesn't seem that far from gold, just three protons separate worthless pencil fodder from bank vault city. For centuries people have tried all sorts of daffy methods to transmute lead into gold, but not all alchemists were witches and magicians. Some highly respected thinkers have pursued this fool's errand, apparently including Leonardo Da Vinci.

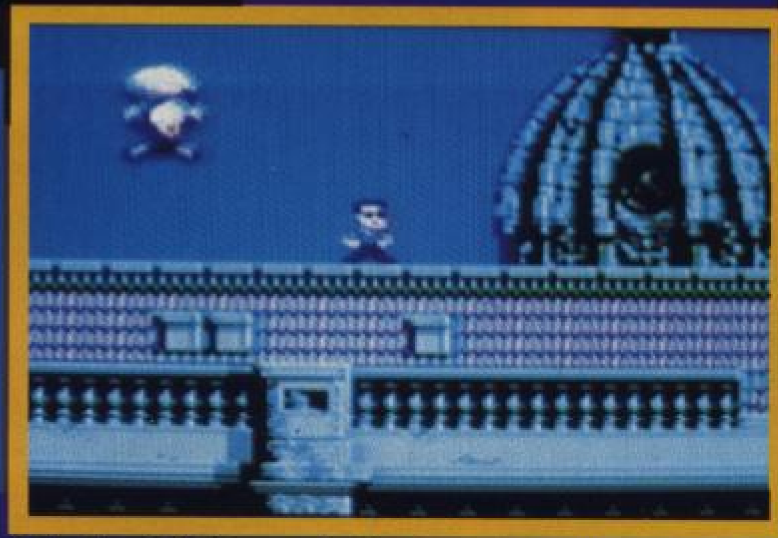
The movie opens with Da Vinci succeeding in this impossible task with the aid of a special crystal thingy, which comes in three parts. These are all but forgotten until now, when the evil millionaires Darwin and Minerva Mayflower discover that they were hidden in three valuable museum pieces stored around the world.

Being incredibly rich you might think the Mayflowers wouldn't be that interested in the crystals, but Darwin is stark-raving bonkers and plans to produce so much gold the entire world economy is destroyed. But first how to get the crystals.

Step forward Bruce Willis, AKA the Hudson Hawk, the world's best cat burglar and currently, ahem, in prison. He's just about to be released and has decided to go straight, until the Mayflowers use threats to force him back into business.

So that's the scene when the attractive loading screen fades away and C2N begins whirring again. The Hawk's first assignment is to steal a statue of a horse from a ten-storey New York museum. Arriving on the roof, you have to get down through nine levels before grabbing the horse.

Once the first screen appears you'll notice Bruce is a little short and squat, but the background graphics are quite nice. As you explore you'll find the graphics get even better, they're really very good indeed — I especially like the lift screen showing you moving between floors. On the negative side this means



● The Hawk fights parachuting Grannies on the roof of the Vatican!



● Inside a New York museum lethal lasers must be dodged, and security guards stunned with your bouncing tennis balls!

Special FX's lavish backdrops overshadow the movie sets, while there are some who would say the Bruce sprite outacts Mr Willis! Well, he's certainly got more character than Rick Dangerous and sports some good animation when he gets into different situations: getting thrown off the building by the bum-biting Rottweiler is a fun effect! Gameplay initially seems a fairly conventional variation on the platform theme, but there's a good deal of extras which tweak the gameplay as you progress — the faster lasers when you trip the alarm, the sneaky trap at the end of the Vatican level and so on. It's got that professional, Special FX polish and a real console feel — it's a pity the game wasn't on cartridge, although most loads are big enough for multiload to be only mildly irritating. All in all, another Special FX hit — albeit a tad familiar in gameplay.



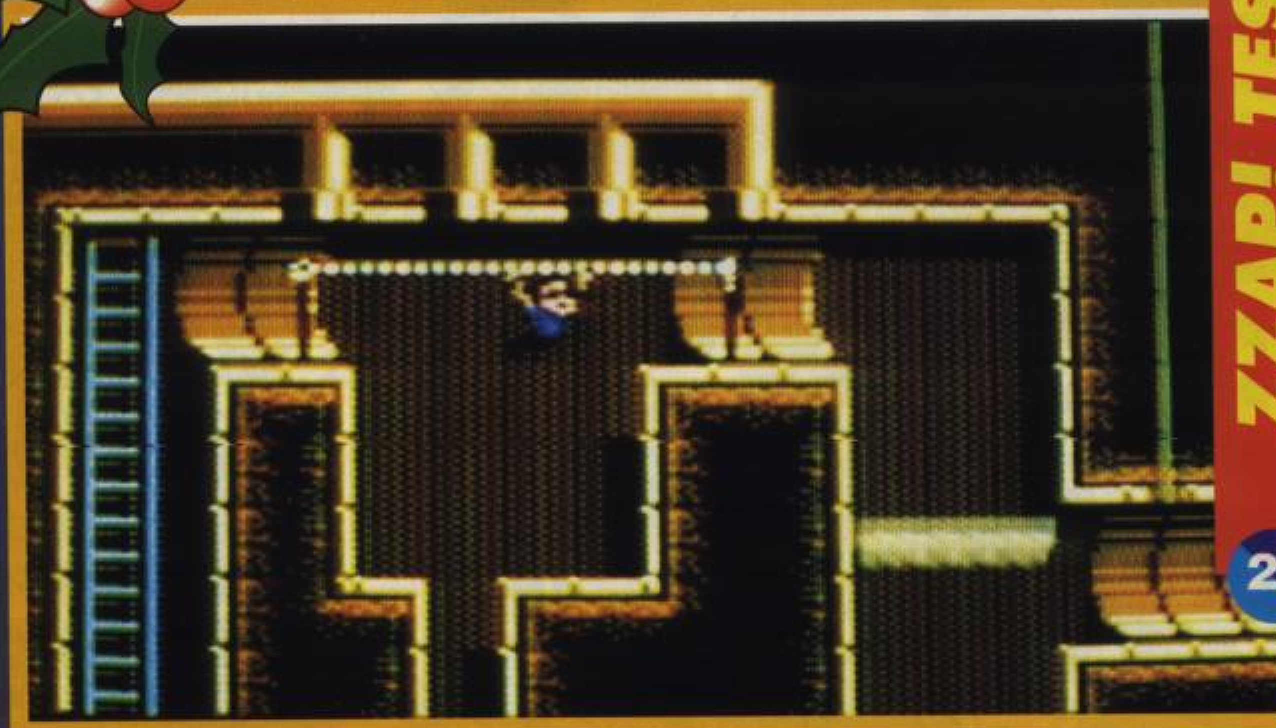
the game's three rather large levels can't be contained in single loads, but are split into two or three relatively fast multiloads. This isn't too much of a hassle — for example in the maze you're prevented going back on yourself, so there's no reloading levels — unless you lose all your lives!

The Hawk is a '90s-style hero so rather than a 9mm Uzi and grenade launcher you're armed with an unlimited supply of tennis balls (!) to bounce at your enemies. Should a baddie get too close then there's always your fists. Mistime your blow and energy is lost, then a life. Rather oddly this info is shown on a separate screen, shown when you pause the game.

The first level is relatively simple to play, mainly consisting of making your way left/right to get to the lift and the next floor of the museum. There's a bit of platform leaping, and lots of villains to 'stun'. You also need to watch out for traps such as lasers which electrify Bruce in true comic book style. At level's end there's the first of three beautifully drawn level complete pics and a jaunty little tune — there's no in-game music.

Level Two is set in the Vatican, beginning in a large underground complex which you can easily get lost in. Hazards include spears (watch Bruce get gorily impaled) and air ducts which suck you down and spit you out with energy lost, and sometimes take you back a couple of screens. The feathers fluttering over the ducts when they're active is another nice graphical touch, while the backgrounds are again impressive with some very nice shading and variety. You also get some boxes and chairs to push around.

As for the enemies... did Special FX see some weird roughcut movie with parachuting grannies, ballooning villains and various other weirdo baddies? The game is funnier and wilder than the film! To complete the Vatican level there's a neat little challenge where you need to be especially careful in true cat burglar style.

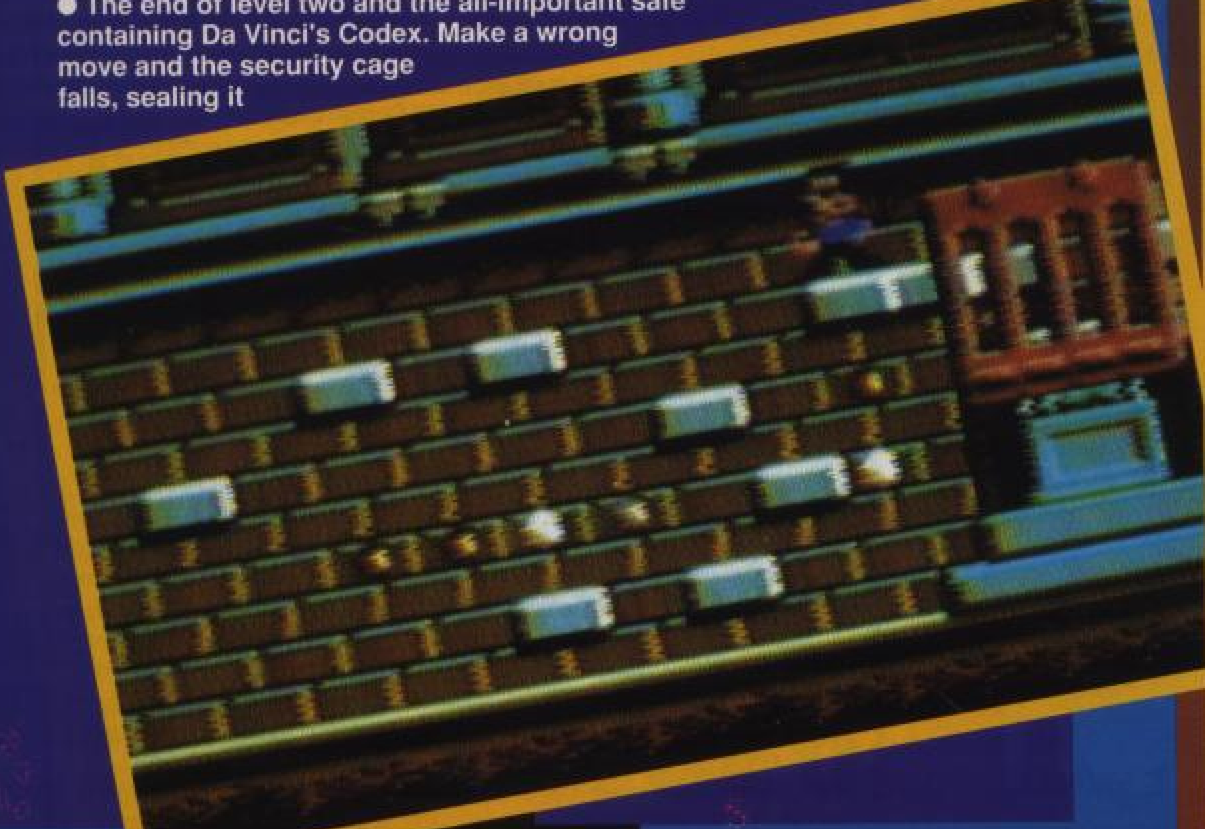


● The Hawk pulls himself over a lethal chasm beneath the Vatican library, a massive section in the game which lasts just seconds in the movie!

The final level takes place in Leonardo Da Vinci's castle where the Mayflowers have set up the alchemy machine — a particularly nicely done room at the level's end. Bruce has now turned against his evil employers and must get the crystal before the machine is turned on — however, like all the other levels there's no time limit. This is unsurprisingly the toughest level yet, requiring a fair bit of careful leaping up the castle battlement with men throwing heavy objects down at you. Plus there's a fair few kangaroos with an impressive uppercut...

Hudson Hawk bears a passing resemblance to *Rick Dangerous*, plus *Mario Bros* and any number of other platform games. It scores over *Rick* by some high quality graphics, while gameplay is generally simpler and less prone to traps — which is good or bad depending on your point of view. I found *Hudson* less irritating than *Rick*, to be honest, and while gameplay isn't all that varied, it is very enjoyable and extremely playable. What's more, despite being very close to the Nintendo version, it only costs about as third as much and will be available now. Recommended.





● The end of level two and the all-important safe containing Da Vinci's Codex. Make a wrong move and the security cage falls, sealing it

Credits

Programming: Robbie Tinman
Graphics: Ivan Davis & Chas Davis
Sound: Keith Tinman

PRESENTATION 77%
Nice loading screen, reasonable multiload within levels, good level-complete pics and extra life at the end of each level.

GRAPHICS 90%
Squat but amusing Bruce, while backgrounds are varied and often quite excellent. Villains such as kangaroos and parachuting grannies are hilarious.

SOUND 73%
Okay intro and end-level tunes, but in-game sound is restricted to reasonable spot FX.

HOOKABILITY 82%
Instantly addictive, opening with a fun scene wherein a harmless-looking dog smartly drags you off the roof if you're not careful!

LASTABILITY 84%
A big, if not overwhelmingly varied or original game. Playability will keep you coming back though.

OVERALL 82%

A radical improvement on the movie!

LLOYD MANGRAM'S

RRap

● Your chance to spout forth on the C64 world...

MERRY CHRISTMAS! But first a word of warning. Read on only at your own risk. ZZAP! accepts no liability for any offence, injuries or loss of progenitive capabilities due to readers following the advice contained below! Lloyd 'Innocent' Mangram accepts liability only for fellow passengers on his bike, in the circumstances of a full eclipse on a Sunday. Readers jailed, kicked below the belt and otherwise afflicted due to last month's Rrap are advised to sue the government, parents, Martians, Thingy, etc....

NO TIPS, PLEASE!

Dear Lloyd
Please could you print this letter as it would make my day? Here are a few questions:
1. I used to have an Acorn Electron and found *Repton* its best game. Is this game available for the C64? If so how much will it cost?
2. Very recently I bought a C64 and am stunned by its graphical and sonical abilities. I owned the game *Paperboy* for the Acorn Electron, but it was not very good. The 64 version is a lot better. I bought the 64 very recently and have been following ZZAP! ever since from Issue 74. Are there any old cheats for *Paperboy*?
3. In *Tusker* I cannot find the key. Can you help me? (Level 1. 'The Desert')

That's all for now. So keep up the superb work. Bye for now.
S Tovell, Chepstow, Gwent
PS. I think the Megatapes are excellent!

1.* Repton III *was released on the C64, but it only got 49%, way back in Issue 23. A similar, but far superior game is* Boulderdash *— the most advanced version of which we have on our very next Megatape!
2. Okay, but this is the last time I'm going to print tips in the Rrap. PLEASE SEND ALL FUTURE TIPS ENQUIRIES TO CORKY!
Just type in the listing, RUN it, type LOAD and press PLAY on the tape.

```
10 FOR X=0 TO 28: READ Z:
POKE 20100+X,Z: NEXT
20 DATA 169, 4, 141, 49, 8,
185, 149, 78, 153, 52, 4, 136,
208, 247, 76, 13, 8, 169, 96
30 DATA 141, 166, 41
40 DATA 141, 107, 40
50 DATA 76, 52, 8, 0
```

When the computer resets, type POKE 1012,78: RUN (RETURN) to load the rest of the program with infinite Paperboys.
3. According to Robin it's 'outside the village'.
LM

PAUSE FOR THOUGHT

Dear Lloyd
After reading the 'RRAP' section of the August issue of ZZAP! I was compelled to write in and ask a few questions concerning cartridges. I hear you cry out, 'What does he want to know?'

Well to start off with we all know cartridges offer instant loading but what I want to know is:
a) When the data is loaded down from cart into the 64K RAM, is the data being continually loaded or is it loaded in sections of 64K?
b) If it is continually being loaded in, why are pauses between certain sections of the game? This is highly evident in *Shadow Of The Beast*.
c) If the answer to (a) is that the data is loaded in blocks of 64K, does this mean that spectacular graphics are not possible without frequent pauses?
d) I read a comment you made saying that cartridge is a format for easy accessible gaming, so does this notion hint that on future games graphics (even on cart) won't be that much improved?
e) Finally the cost of carts. I can understand people moaning about the prices of carts. So to put things straight once and for all, could you list down how much it costs to make a cart from beginning to end?
Dalvir Singh Panesat, Walsall.

Sections of data loaded from cart can be any size up to the full 64K. Loading does cause a short pause, but spectacular graphics should still be possible with only barely noticeable delays in the action. More frequent pauses occasionally occur because most of the game code stays in memory; there's just some new graphic code being pulled in. The Megadrive, for example, despite its often massive graphics only has 128K of RAM. In a spectacular game like the Megadrive's* Strider *this causes frequent pauses for big new graphics to be pulled into the game. More normally, games designed for the system organize levels so they're a single load. C64* Wrath Of The Demon, *for example, features some stunning mega-monsters to fight. Rather than being at the end of a level, they're hived off — you go through a door, there's a tiny pause, and you're in a room with a monster with no more of a pause than in your standard arcade machine. In short, carts allow for as spectacular graphics as the C64 is capable and, yes, that means pauses, but with intelligent game design that shouldn't be a problem.
LM

CHAT-UP CHUMP

Dear Lloyd
When I read your chat-up line. 'Do you want to play with my joystick?' I thought it was hilarious for quite a few days.

Imagine this; Yesterday (Sat 16th) I saw a girl who was eyeing me up like mad, and boy was she nice, blonde hair, light blue eyes and what a figure, co-er! As well as that she was two years older than me.

She was with her friends so I didn't have the courage to go over, but eventually one of her friends came over, and told me this girl really does like me, and that she really does want to go out with me. So of course I was over the universe or moon... anyway, I saw her friends go and she was standing alone so I calmly walked over and started talking then we kissed, so then I asked her the fatal line, 'Do you want to play with my joystick?' Her face went red as a beetroot, then she slapped me round the face and kneed me right in the unmentionables. I was devastated as well as being in agony but luckily, on the way home I saw another girl I liked so I used my tactics, started talking, then said, 'Do you want to go out with me?' and she replied... wait for it... NO!!! Only joking, she said YES!!!

Anyway, must go now, *CJ's Elephant Antics* has loaded up.

Say hi to everybody there.
Peter Pritchard, Hastings, East Sussex
PS. ZZAP! shall (reign) rain forever.
PPS. Print this letter please so no-one shall make my mistake, and I'll subscribe... I will honest.
PPPS. I notice another mag for the C64 is copying you a bit.

So Markie's best chat-up line didn't work? Now I know why he always has that 'pained' expression! But have any readers tried out some of my golden oldie chat-up lines? Let me know how you get on/off.
LM


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BETTER THAN ALL THE REST

Dear Lloyd
As I'm sure you know, every so often there is a letter in ZZAP! from someone who can do nothing but complain about your wonderful magazine. Overpriced, not enough pages, lack of reviews, no Rockford and too many mentions of a certain yellow, bendy fruit are but a fraction (a rather large fraction actually) of the numerous complaints. Well I have had enough — got that, I don't want to hear of any more moans or degrading letters because there is simply no need. ZZAP!, is, as far as C64 mags go, the best — and I will tell you why.

Most of these letters say that the older, now defunct magazines were of better quality with more pages but I will tell you this, boy (famous Rab C Nesbitt saying which you probably won't understand because you live in England (poor chap)), I have absolutely trillions and millions of millions... well, a few hundred old CCI, YC and Commodore Horizons magazines, all of these with about two hundred pages, but did I like them?... No. They were all naff (so why did I buy them? Hmmm...). There were nearly no colour pictures, about 10 games were reviewed in each, all the screenshots were in b/w and the magazines of that time were not as personal or friendly in the way ZZAP! is. The writers were pretty boring and you could never tell which review was which (not that mattered) because they were all so dull. ZZAP! authors are always making jokes and needling each other. Phil is too fat, Stuart wears glasses (like me), Robin is Welsh, Corky likes Spectrums and you have an odd name. This makes reading ZZAP! more fun.

So my point is: ZZAP! has (like me) reached several foot above the pinnacle of excellence and no mag has ever been better. It's crammed with reviews, news on commodore, a nifty tape with decent games (although I couldn't get anywhere in *Lords of Midnight*, I didn't like that), full colour pictures and now a letter from me. How much better could it get?

Incidentally, while looking on in boredom at an ancient CCI may I saw this odd article which was poking fun at ZZAP!, then in its infancy, and the writer was comparing ZZAP! to a fluff-covered lollipop! But now a few years on the public has become sensible and flushed CCI down the toilet, and ZZAP! is still going strong so I would like to say to that particular dude, 'HA HA HA.'

Right, that's enough of that I think. Now Lloyd — your starter for 10.
I — Is there a cheat for the cartridge version of *Myth*? Level 3 is a real bitch.
II — Why don't you print a picture of yourself in Rrap? I'm sure we would all like to see what you look like. @Uncross =
III — Have you any more info on the supposed C65? It sounds like quite a machine.
IV — Is there any way you can play C64 games on an Amiga? You say no but an advert for an emulator in one of my aforementioned old mags says yes.
V — What, in your opinion, is the game with the best 'game complete' sequence. I thinks it's *Navy SEALs*.
VI — I think it would be a good idea for readers to vote for the games that are on the Megatapes. Do you?

I shall leave you with a bit of magic — Type in (without a cart) POKE 649,0 then press return. Now try typing in 'banana' and be amazed.
Simon Geary, Bearsden, Glasgow
PS. Enclosed in this envelope is a secret escape device to free you from Stalag ZZAP! although I'm sure it's a perfectly jolly place.

I — Probably not.
II — There was a picture of me in earlier Rraps, albeit with a bag over my bonce.
III — Read the special C65 section in this very Rrap!
IV — There's one advertised on the PD circuit, but how effective it is we don't know.
***V — Robin reckons it's* Retrograde.**
VI — Readers are welcome to make suggestions, but some games simply aren't available due to legal and other reasons.
LM

GOING MAD!

On the ZZAP! Issue 74 there was a tape! (Yes, no bananas!) On the front-page there was a word 'Boxed', but all I had was a tape stuck to the mag.

So I go to my newsagent, and put my Uzi 9mm under his nose and scream: 'Where is my tape-box?'

The poor man told me (after he came out of the hospital) that we ZZAP! readers in Holland usually don't get a box for our tape, because our ZZAP!s need to be flown over from England (sniff!)

But then on the next ZZAP! Issue no.75, there was a tape with a box! Yes, I jump a hole in the air (and kiss the man) So I think everything is okay, but ten minutes ago I bought ZZAP! no.76, and what do you think? A tape, but no box! So I run home, get my M-16, and my Uzi 9mm, and my bazooka!.

I run back to my newsagent, and start shooting! After one hour of screaming and shooting there was nothing left of his shop, and the cops were there also waiting for me to put me in the jail!

So now I'm writing to you from Holland, in a jail!. And all I've got to do is reading my ZZAP! and waltzing with my whale! His name is Robin! I called him Robin, because I love ZZAP! so much. I think it's fab, and marvellous.

So Lloyd would you please tell me where my boxes for my tapes are? And would you also be so nice to send me £18000 — to get me out the prison?!

By the way, where were the *Turrican 2* tips?

And where was the Fuzzy Factory, I want to see the pics of Sandra Boe!

NO WAFFLE

Dear Lloyd
Firstly, I would like to say that I am NOT going to waffle on and on about cartridges! However, I would like to make some (hopefully) interesting views. (And/or lessons in cod-slibblying!)
1. The new look. Fine with me. I wasn't too keen at first, but now I've got used to it I think it's for the better. 64 only, more features & reviews — great. But why no caricature of Lloyd?
2. Cartridges. I am keen on the concept. I am hoping the prices will drop a bit. I only hope that tapes won't be phased out. (Disks seem to be fairly secure, but our fluffy C2N read object isn't.)
3. The Megatapes. They have been very good, and will hopefully get better. How about some demos of these games?: *Alien Storm, Terminator 2, Speedball 2, Toki, 3D Construction Kit, Creatures 2,* & *Smash TV* — if they're good enough of course, and possible to get.
4. Corky. Although his coin-op review pages were good. I don't think much of his first tips section. It's all bloody reset stuff, and I don't see why I should buy a reset cart just to use the tips. So it's all very well to praise Waz, but to the rest of us non-resetters, it's not worth it. Let's have some more conventional cheats as well! (I would like to say I have nothing personally against Corky, Waz or resetters. I'm sure they're all very nice people!)

Now some questions:
a) Please state the credits for the *Turbo Charge* game, as you omitted them in #76.
b) Who will do *Parasol Stars*?
c) Any chance of more demos to a Megatape. The Speccy mags have a good 7 or so bits & bobs on their tapes. Not that the Megatapes are in anyway crap. They are very nice, thank you.
d) I want to see more fish & sausages in ZZAP! — is this possible? Thanks for listening. If you die, then do not attempt to bring yourself back to life — it won't work, you know...it won't...
Rob 'The Terminator' Hale, Braintree, Essex

1. Nobody's ever seen under my paper bag.
2. I can't see the cassette market dying, even with Commodore's cutting of the C2N from the C64 bundle. Disk drives are only owned by a minority and carts are popular only for a very few high quality games.
3. You've already had T2. Creatures 2 and Smash TV are possibilities.
4. He's always trying... very trying. I'm sure he'll settle in soon. Keep sending him those tips and maps!
a) The credits are in the preview feature we did, although System 3 don't want some the contributors named.
b) Ocean.
c) We only have a limited length of tape to cram stuff onto.
d) Phil's all for that, but don't forget the chips!
LM

I got great news: I know where Rockford, Thingie, and the border dudes are!

Last week, (before I killed my newsagent's shop) I was playing baseball, and I hit the ball and the ball flies up, and up, and up! Then it hits something....A small, UFO! ieieiek!

It smashes into the ground and a little green slime comes out, it was shouting about never seeing Rockford, Thingie and the dudes, if we don't pay 50,000 space cr.

It told me that they were on Barka 6 and then it boosted up again! Why don't you send the Scorelord up there in place of Rockford, Thingie, and the border dudes?

I got one last question: can I order something from Zzuperstore from Issue no.70, or is it impossible?

Geben Woudstra (from the prison), Holland

For some reason, early copies of Issue 74 & 76 didn't have a cassette box. I'm sorry to hear of all the trouble it caused.

I'll ask the Scorelord to threaten the intergalactic kidnappers with his array of terrible torture devices. Who knows?

You can order pretty much anything from the Zzuperstore — if it's a really old product it's better to check it's available first, though.

LM

C65 FORUM

Ah, sadness, probably the last C65 forum for the foreseeable future I'm afraid. The enhanced C64 project is currently being downplayed by Commodore in favour of hype surrounding a new C64 pack — so no interview with Commodore PR Manager Andrew Ball.

The details of the C64 pack are still somewhat shrouded in mystery, but if it's a success it should mean more C64 users and thus more C64 games being written, hopefully. For existing C64 owners news of the future will have to wait till next year when the C65 may (or may not) finally be released.

Dear Lloyd

The news of the C65 — if it ever comes in at that specification, price and still retains 100% compatibility with 64 software — will breath new life into the 64 market. What with 3.5-inch disks at extremely cheap prices, quick loading and custom chips it looks like what the C64GS (or even C128) should have been.

However, how many C64 owners will pay the £200 or so for an updated 64, albeit with better sound and graphics, when an Amiga could be purchased for an extra £100?

I think that this machine will need good marketing and aggressive pricing with a decent software catalogue of C65-only titles at the launch, otherwise it could turn out to be another C128.

A possible way of encouraging existing 64ers to upgrade would be to offer a trade-in price say £30-£50 off the RRP of the C65. Now with the used C64 parts, such as the VIC and SID chips, joystick and cart ports could be used in the C65 possibly keeping cost down and ensuring compatibility or even just used as spares. What do other 64ers think of the trade-in idea?

If this is not possible at least leave the cassette port on the C65 even if datasette production stops as it will allow existing owners to continue using 64 software, and new C65 owners to get classic games at a cheap price.

John Kavanagh, Morden, Surrey

The RRP for Amigas remains around £400, so it's a hefty £200 difference between it and the C65. As for reusing parts from traded-in C64s, the costs of recycling are likely to far exceed any savings they may offer. A trade-in offer is still possible, Andrew Ball hasn't ruled it out but merely emphasised that the C65 still isn't certain to be released and thus any marketing plans remain highly speculative.

Dear Lloyd

I WANT A C65. It sounds brilliant. For the games player it has got all the attractions of the Amiga; fast 3.5in disk drive, great graphics and improved sound. For the programmer it has more memory, faster and better disk access, better graphics and all this in familiar 6510A assembly language. What more could anybody ask for?

The only slight reservation I have is about all the C64 owners who won't be upgrading and maybe just bought a 64 a year or two ago. Will games still be released for the 64? I think the approach the software houses should take is treat the C64 and C65 as totally separate computers and produce two versions of the game for each computer. If the C65 catches on this is the approach they must take as they can't forget about the hundreds of thousands of C64 owners. Two versions of games should be easy as the code can be ported ovèr and just graphics etc changed.

If the C65 is released it should do a lot better than the C128 (of which I have one) as all the C128 offered for the higher price was 64K more, eighty columns which most people can't use and slightly faster operating in eighty column mode. If the C65 is released at around £200 people would be mad not to get it as a 3.5-inch disk drive alone costs around £200. They get two computers in one.

So my message to Commodore is 'Please Release The Commodore 65', as it sounds brilliant and has almost everything people want from a computer, better graphics, more memory etc. If it comes out I will definitely be buying one.

I also have a few suggestions: I think the C65 should have at least 256K with more than an 16-bit address (as C128-style bank switching is very awkward), although I don't know if this is possible with an 8-bit processor.

I think the C65 would need a bit more memory than 64K as all the new graphics etc will take up a lot of memory. I also think an autoboot in C65 mode would be good as it would save people typing in LOAD etc and it would make the computer look more professional — like the C128.

I also think it would be good to include a machine code monitor in ROM although a much better one than the one in the C128.

To finish off I would like to say please release the C65 as I am sure many people would buy it.

Iain Black, Dublin 13, Ireland.

I don't think I understood all of that, Iain, 8-bit 16-bit addresses indeed, but thanks all the same!

Dear Lloyd

I think the C65 will be a great success and will shake the other computer companies senseless. The idea of a C65 upgraded from the C64 is a promising idea and it may sell just as good as the Amiga, hopefully.

Hopefully it won't be a failure like the C128. But even now I have high hopes for the newcomer.

I would hope more serious stuff will be available to the C65. Say possibly a Laser printer, Word Processor etc. There should be superb utilities for the C65, just like the *Deluxe Paint* series for the Amiga and possibly maybe the marvellous CDTV could be connected to the new C65 to enhance the graphics quality and sound, then it will leave the competing computers shivering. Judging by the graphics quality and the amount of colours available, the new C65 should be a great success. The price is cheap compared with the price offered for the now deserted C128 and other computers of the same capability.

The C65 should have strong backup from every software company by the end of 1992. It should be one of the leading home computers; if not it definitely should be one by 1993. This time may it be possible for the public to design the actual computer's body (which hasn't been done by any other computer ever). If it is possible then the computer will sell greater than ever and will leave the other computer companies gobsmacked! (for sure) by that young gun!

A Nazar 'MC GRAFETTI' Rochdale, Lancs.

Laser printers! A bit pricey methinks, but inkjet printers give similar quality for £400 these days. Whether such add-ons will be available for the C65 will depend on the ports being standard or not, methinks. As for designing the C65's body, could anyone do worse than the GS?



Whew! Dangerous times out there compadres! Anyone with any meek and mild advice for readers wishing to survive 1991 without further damage can write in to *Newsfield, Lloyd Mangram, ZZAP! Rrap, Ludlow, Shropshire SY8 1JW.* Remember there's £40 worth of software for the 'Letter Of The Month', so get writing with your Super Safe No Joysticks Mentioned Chat-Up Lines now!

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Censored. That's what happened to my original entertaining intro for this page. My witticisms about 'Old Flames', Tarby being a burnt-out comedian, and jokes concerning a naughtier version of 'Blind Date' (involving blindfolds) would apparently offend public taste (and I didn't even mention Des O'Connor!). Yes, my transmissions to Earth are being constantly monitored by the Broadcasting Complaints wotsit. Why, I'm not even allowed to mention things like Phil's obsession with r*bb*r infl*t*bl*s and his frequent visits to Kw*k F*t. It makes you wonder what they'll ban next: Donald Duck for baring his backside? (Yes, he really *is* banned in Finland!)

Of course, things are vastly different on my home planet. There, each (holographic) TV programme has to contain a *minimum* amount of sex and violence to be broadcastable. You should see our version of 'Blue Peter'! But no-one is turned into an axe-wielding zombie — no, we just like to blow up the odd planet or two!

ATOMINO (Psygnosis)
(Mode A)
72,335 (Level 38) James Tully, Brighton, Sussex
19,718 (Level 17) Matthew 'Mole' Allen, West Ewell, Surrey
(Mode B)
93,726 Chris (WAK) Everett, Worcester

BLOOD MONEY (Psygnosis)
276,350 (Completed) Darren 'Jon' Sloper, Invergordon, Ross-shire
255,550 (Completed) Euan Walters, Whinmoor, W Yorks
242,750 (Completed) Martin Bastable, Stafford

CHASE HQ II: SPECIAL CRIMINAL INVESTIGATION (Ocean)
1,587,400 Shaun Alcock, Worsley, Manchester
1,167,500 (Completed) Darren Freeland, Hamilton, Lanarkshire
881,600 (Completed) Steven King, Kendal, Cumbria

CJ'S ELEPHANT ANTICS (CodeMasters)
119,432 (Completed) Graham Keeling, Bournemouth, Dorset
117,608 (Completed) Geraint Rees, Llanelli, Wales
115,587 (Completed) Craig Pattenden, Salisbury, Wilts

CREATURES (Thalamus)
14,894 Graham Keeling, Bournemouth, Dorset
13,084 Stephen Howe, Ballisodare, Co Sligo, Rep Ireland
11,375 (Completed) Mrs Rhona J Adams, Old Town, Swindon.

FLIMBO'S QUEST (System 3)
239,040 (Completed) Steven King, Cumbria
230,475 (Completed) Adrian Nicklin, Rawmarsh, Rotherham
157,255 (Completed) Scott Leach, Suton Park, Hull

INTERNATIONAL 3D TENNIS (Palace)
$3,031,534 David (Wavy) James, Smethwick, W Mids
$1,218,736 Laurence Smith, Auckland, New Zealand
$786,891 Mark McGarry, Larne, N Ireland

IVAN 'IRON MAN' STEWART'S SUPER OFF-ROAD RACER (Virgin)
$10,050,000 Robert Jones, Rochdale, Lancs
$4,400,000 Damon Naile, Exmouth, Devon
$3,530,000 Shane McElroy, Newry, Co Down

KWIK SNAX (CodeMasters)
4,325,100 (Completed) Punty, Norwich
4,234,300 (Completed) Alasdair Maciver, Knock Point, Isle Of Lewis
4,224,050 (Completed) Scott Leach, Sutton Park, Hull

MIDNIGHT RESISTANCE (Ocean)
1,000,845 (Completed) Matthew Dainty, Shrewsbury
800,028 Robert Swindells, Parkstowe, Dorset
184,965 (Completed) Colm, Clyde, Turrican McDermott

NARC (Ocean)
1,210,950 (Completed) CJ Berry, Woolton, Liverpool
584,600 (Completed) C Maddocks, Killamarsh, Sheffield
560,150 (Completed) Dominic Williams, Llannon, S Wales

NAVY S.E.A.L.S (Ocean)
213,585 (Completed) Neil 'the Navy SEAL' Higgs, Coventry
210,940 (Completed) Steven King, Kendal, Cumbria
199,340 (Completed) Ian Bridges, Hartlepool, Cleveland

NIGHT SHIFT (Lucasfilm/US Gold)
$81,300 David Humphreys, Murroe, Co Limerick, Eire
$80,000 Stephen Howe, Ballisodare, Co Sligo, Rep Ireland
$77,480 C Maddocks, Killamarsh, Sheffield

POWERAMA (Megatape 21)
7,175,825 Damon Naile, Exmouth, Devon
5,740,675 Jonathan Chapman, Grimsby, South Humberside
5,130,200 Craig Pattenden, Salisbury, Wilts

PREDATOR 2 (Imageworks)
1,758,375 (Completed) Bart (Slade) Hendrix, Horst, Netherlands

PUZZNIC (Ocean)
5,455,100 (Level 8-8) CC Barclay, Edinburgh
3,801,100 (Level 8-6) Iain McLaren, Anonyville
3,516,100 (Level 8-5) Stéphane Depauw, Bruxelles, Belgium

REVENGE OF THE MUTANT CAMELS (Megatape 19)
131,035 Rory 'Revs' Stamp, Cartmel, Cumbria
118,654 Matt 'Mutant' Rhodes, Cartmel, Cumbria

ROBOCOP II (Ocean)
7,868,000 (Completed) Matthew Dainty, Shrewsbury
6,273,000 CJ Berry, Woolton, Liverpool
5,713,000 (Completed) Darren Freeland, Hamilton, Lanarkshire

RUBICON (21st Century Entertainment)
12,480 Rob H, ZZAP! Reactor

SPIKE IN TRANSYLVANIA (CodeMasters)
16,010 (Completed) Scott 'Dodo' McKee, Stowmarket, Suffolk
2,600 Graham Keeling, Bournemouth, Dorset

SUBTERRANEA (Megatape 13)
38,270 (Completed) Steve Arnott, Huntingdon, Cambs

TEENAGE MUTANT HERO TURTLES (Imageworks)
18,425 Paul Ashton, Pontyclun, Mid Glamorgan
17,666 Ian Fletcher, Dibden Purlieu, Southampton

THRUSTABALL (Megatape 19)
326,427 Damon Naile, Exmouth, Devon
26,650 Steve Arnott, Huntingdon, Cambs

TIME MACHINE (Vivid Image/Activision)
7,786 Ian Fletcher, Dibden Purlieu, Southampton

VENDETTA (System 3)
(Time Left)
41:50 Punty, Norwich
41:21 John de Vugt, Roosendaal, Holland
39:26 Chris (WAK) Everett, Worcester

WELLTRIS (Infogrames)
6,142 (64 lines) Victor van Vlaardingen, Rotterdam, Holland
5,956 (61 lines) Daniel Johansson, Sjuntorp, Sweden
5,923 (67 lines) Parky, The Dark Room, ZZAP!

ZYBEX (Megatape 15)
29,720 Steve Arnott, Huntingdon, Cambs

The December charts!

• THE READERS' CHART

1. (2)	Turrican II	(Rainbow Arts)
2. (1)	Creatures	(Thalamus)
3. (3)	Navy SEALs	(Ocean)
4. (-)	Last Ninja III	(System 3)
5. (-)	Lords of Midnight	(Megatpe 21)
6. (-)	Int. 3D Tennis	(Palace)
7. (-)	I Play 3D Soccer	(Simulmondo)
8. (-)	Midnight Resistance	(Ocean)
9. (—)	RBI 2	(Domark)
10. (7)	Rainbow Islands	(Ocean)

• TOP FIVE COMEDIANS!

1. Robin Williams
2. Jasper Carrott (?!)
3. Rowan Atkinson
4. Steve Martin
5. Rik Mayall

• THE ALL-NEW SCORES AND CHARTS FORM!
Yes, now you can enter your high scores and chart votes on one simple form (if you have more than three high scores, you can put the extra ones on a piece of paper). Don't forget to vote for your fave games — from now on I'LL ONLY ACCEPT SCORES IF THEY'RE ACCOMPANIED BY CHART VOTES! And anyway, you could get lucky and win £30 worth of software like Terry Allen of Brentford.

MY TOP THREE GAMES ARE:
1. ....
2. ....
3. ....

MY TOP THREE SCORES ARE:
1. ....
2. ....
3. ....

MY MOST HATED POLITICIAN IS..............................

NAME..............................
ADDRESS..............................
....
..............**POSTCODE**..............

Now I've got my woolies on! Hip, hip, hooray! 'Cos it's...

The Winter Collection



MAX

US Gold, £17.99 cassette, £19.99 disk

Max isn't mad but it certainly has a rich flavour, kicking off with the incredible ***Turrican II***. Manfred Trenz's sequel surpassed even the ground-breaking original with some of the most stunning graphics ever seen on the C64. Most impressive are the huge superbaddies: several screens high, beautifully detailed, and yet moving around so smoothly and quickly you'd swear your C64 had an Amiga-style Blitter chip. It's not only the huge setpieces which impress, however. All the graphics exhibit a slickness more commonly associated with arcade machines, while the varied soundtrack is an aural delight, varying — to suit the action — from subtle, atmospheric pieces to pounding rock themes.

But it's not only this undoubted technical brilliance that makes the game great; the action is superbly designed with the main Turrican character armed to the teeth. His multipurpose ray gun (whose firepower can be enhanced by collecting power-ups) doubles as a laser sword which Turrican can swirl around himself. In addition, he can turn into a gyroscope to roll along the floor, lay mines in this form or even activate the super smart bomb to create total mayhem on the screen. Not only do the arcade adventure levels pack plenty of variety with countless types of enemy, there's even a horizontally shoot-'em-up world (comprising three levels) with Turrican at the controls of a spaceship, plus a vertically scrolling jetpack section. *Turrican II*'s got the lot!

As a straightforward vertically scrolling shoot-'em-up, ***Swiv*** can't boast that sort of variety, but it's still a highly enjoyable blast. It's NOT the official sequel to *Silkworm*, yet it features one or two players controlling jeep and helicopter. Each vehicle has its pros and cons: the jeep can simultaneously fire and move in different directions but, unlike the forward-firing helicopter flying above, has to negotiate ground obstacles and cross bridges. Of course there's the usual weapon upgrades to collect and countless enemy tanks, ground installations and aircraft to really test your reactions. It's not the most original of games, but it's all slickly done and very playable.





Night Shift, on the other hand, is a completely unique concept. As Fred or Fiona Fixit, you're in charge of a toy production line: known as the Beast this consists of about eight vertically scrolling screens. You must jump and climb around it, making sure each bit is working properly so that the toys (Star Wars and other Lucasfilm characters) come out in perfect condition at the bottom. A bike must be pedalled to generate power, a Bunsen burner lit to heat the plastic, and conveyor belts switched in the correct direction and synchronised so that the toy's head is put on top of its body. Later levels get even more chaotic with the addition of extra duties such as paint mixing and spraying, moulding, quality control, packing, and more than one type of toy to make. It's so easy for something to go wrong, with hilarious results such as Luke Skywalker heads on Darth Vader bodies! Frustration is avoided by a fruit combination passcode for each of the 30 levels, while gameplay is both fascinating and highly amusing.



Without doubt the weakest of the compilation's four titles, ***St Dragon*** is a conversion of a rather lacklustre Jaleco coin-op. A pretty straightforward horizontally scrolling blaster the only novelty is that you control a snake-like 'dragon' with a protective tail to curl around yourself. Collect extra firepower and it becomes even easier to slaughter the enemies and it shouldn't take you long to complete. It's okay filler material, but on the dull side with an annoying glitch that occasionally kills you for apparently no reason.

RECOMMENDATION: None of the games have previously appeared on compilation or budget — incredibly, they're all under nine months old. With the inclusion of the classic *Turrican II* and two other very good titles, you certainly get max value for money.

THE RAINBOW COLLECTION

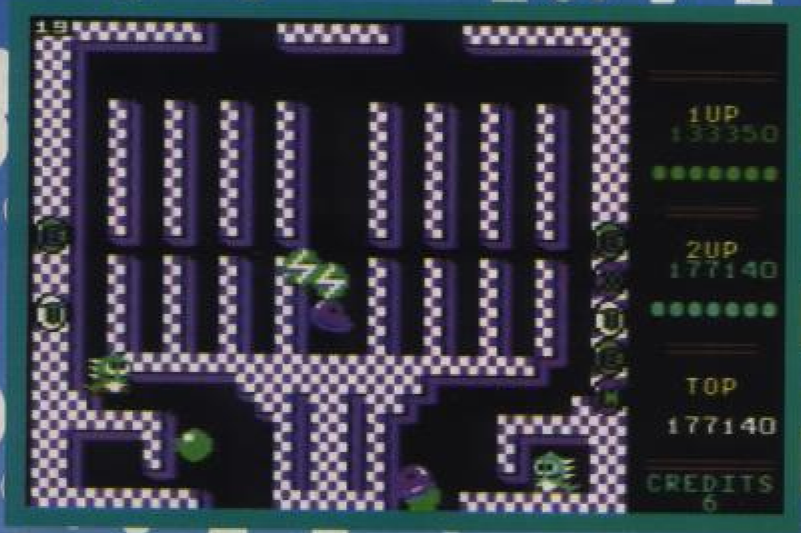
Addicted To Fun, £9.99 cassette, £15.99 disk

Ocean's new compilation label kicks off in fine style. *The Rainbow Collection* features three Taito coin-op conversions: Gold Medals *Bubble Bobble* and *Rainbow Islands*, plus the Sizzling *New Zealand Story*.

Bubble Bobble is the oldest of the trio and has recently been 're-rereleased' by Ocean's budget label, The Hit Squad. This timeless classic stars Bub and Bob, two cute dinosaurs who blow bubbles to trap the monsters which walk or fly around each of 100 single-screen levels. You need to jump on trapped baddies to kill them, but take too long and they get red with anger, burst out of the bubble and chase after you! There's bonus fruit and special items to collect, plus special water and lightning bubbles to burst on some levels.

The game is great fun to play on your own, but two-player games are even better with cooperation required to kill the monsters but also plenty of mad scrambles for the bonus items.

The game's sequel, ***Rainbow Islands*** lacks a simultaneous two-player option but is just as playable. After defeating the evil Von Blubba in *Bubble Bobble*, Bub and Bob broke his spell to return to human form and subsequently built the beautiful Rainbow Islands. But Von Blubba has returned with a vengeance to wreck their paradise and



capture all seven islands.

Each island consists of four vertically scrolling stages, filled with platforms and plenty of walking and flying nasties. These can be killed by hurling magic rainbows at them, or by jumping on a rainbow above them. Bub can also use multiple rainbows as stairways to climb up the screen — he must reach the top before a rising water level catches up with him. Every island has a different theme, ranging from the cutesy Toy Island to spooky Vampire Island, and a huge end-baddie to defeat. There's also plenty of items to collect including seven different-coloured gems for a special bonus.

A stunning conversion by Graftgold captured all the cuteness of the coin-op with super-colourful cartoon graphics and a jolly soundtrack. And it plays as good as it looks — it's incredibly addictive.

New Zealand Story is another cutesy coin-op conversion, probably the cutest on the compilation. Tiki the fluffy little kiwi must rescue his kidnapped friends, one on each of 20 multidirectionally scrolling levels. Tiki can use his bow and arrow against hostile cutesy creatures including teddies on flying platforms which Tiki can steal. He can even dive underwater, but needs to resurface before he runs out of air and drowns! Of course, there's plenty of points and power-up items to collect, some hidden warp gates, and huge end-level baddies to defeat. Such variety in the gameplay and characterful graphics makes this a joy to play.

RECOMMENDATION: *Rainbow Islands* is the only title not to have already appeared on budget, but with two Gold Medals and a Sizzler this is a compilation of real quality.

CAPCOM COLLECTION

US Gold £17.99 cassette, £19.99 disk

CAPCOM are one of three truly massive Japanese coin-op makers — the others being Taito and Sega. Starting with the otherwise banal *Black Tiger*, all recent CAPCOM coin-ops have used the CP graphics chip which has made possible some of the most spectacular, colourful and highly detailed graphics in the arcades. All eight games below used the chip, but some programming teams extracted the core gameplay to make for great C64 conversions, others didn't...

One of the stars of the show, ***Ghouls 'N' Ghosts*** (96%, Issue 57) is the very successful sequel to the classic *Ghosts 'N' Goblins*. Yet again King Arthur dons his armour to rescue his beloved Princess Hus. Five incredibly varied and imaginative levels are filled to the brim with loads of different baddies trying to strip Arthur to his underwear and and worse. Exceptionally tough but immensely playable, this cracking conversion also boasts nicely detailed graphics and a truly gorgeous Tim Follin soundtrack — one of his best ever, in fact.



Another top-notch Software Creations conversion, ***LED Storm*** (94%, Issue 47) has you zooming through nine vertically scrolling levels at the wheel of futuristic sports car. Roadhogs get in your way and drain your energy on contact, but can be destroyed by jumping on them. You also need to jump to clear the occasional gaps in the sky-high road. It's a simple concept, but the fast-paced racing action is instantly addictive with lots of nice touches including huge juggernauts and the frogs which grab onto your bumper to stop you



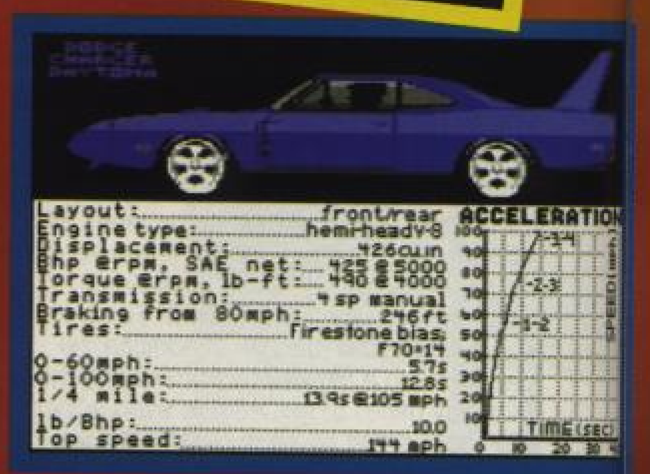
TEST DRIVE 2 — THE COLLECTION

Accolade, £24.99 disk only

An odd sort of compilation this as there's only one game on it! The game is *Test Drive 2*, pitting the Ferrari F-40 against the Porsche 959 in an illegal road race across nameless American states. The compilation brings together all four data disks: both classic car and scenery disks.

The Muscle Cars disk sees five legends roar back to life from the '60s, while the *Supercars* gives you the chance to race the monster cars of the modern age, from Lamborghini Countach to Lotus Turbo Esprit — all with their own authentic facia. Bring these wild ride machines together with the *California Challenge* and *European Challenge* disks and you have enough combinations of cars and scenarios to satisfy any dream car driver (even Phil 'Door Wobble' King).





Thankfully *The Collection* is a disk-only product as a tape version would be a nightmare — the amount of disk swapping to use the scenery and car disks is considerable. However, you can create a Play Disk on which favourite car and scenery data can be saved, this cuts down on a lot of swapping but the disk access is still heavy.

The original *Test Drive* didn't fare too well (46%, Issue 35) and isn't included, but *Test Drive 2* got a respectable 77% (Issue 51). The presentation is still first

SUPER SEGA VOLUME 1

US Gold £17.99 cassette, £19.99 disk

Increasingly dominated by its Capcom and Sega licences, 'Japanese Yen' seems a more appropriate name for the US Gold these days!



Nevertheless the odd title does occasionally escape their cheque book, with Virgin's ***Golden Axe*** being the biggest hit of all the conversions here. The men behind the code, Mark Kelly and Steve Crow (AKA Visual FX), shot to fame with *Turbo Out Run* and here aimed to revolutionize beat-'em-ups as dramatically as race games. That's a tough task to take on considering C64 sprite limitations — putting a lot of baddies on screen means you can't have nicely detailed sprite overlays and thus they end up looking very blocky, eg *Shadow Warriors, Final Fight* etc.

Visual FX went in the opposite direction, going for big, superbly detailed sprites with tons of frames of animation. Add in fire-breathing dragons to ride on, glorious backdrops, great sonics and stunning presentation, well 'it's Gold Medal time' as Stu said at the time.

The price of this audio/visual showcasing is the lack of a two-player mode and limitation that only one baddie can be on screen at a time. This means gameplay can be a bit repetitive, although the baddies are fairly varied and building up magic — for some spectacular smart bomb FX — is good fun.

The worst problem is that putting the game on tape was left to some nameless duplicator and the multiload isn't incredibly friendly, although better than *Turbo* and this version at least won't lack level five — as the first batch did!

Shinobi — also originally a Virgin game — takes the opposite approach to beat-'em-up action, although in truth it's more of a shoot-'em-up with shuriken rather than bullets or lasers. In this game there are no sprite overlays, but the graphics are so well done this isn't a problem with minimal blockiness and great end-level opponents. Gameplay is a tried and tested formula of left-right platform action but with shurikens, a good subgame and very vicious difficulty level. It's undoubtedly one of the best games on the pack, but at two years old there's been several compilation appearances already plus a recent budget release.





The rest of the games were all originally published by US Gold and by and large are workmanlike efforts which unlike *Axe* certainly aren't aiming to revolutionize anything. With Arc Development's ***Crackdown*** conversion this isn't so much of a problem. The original coin-op gameplay was rather dated — a split-screen variant on *Gauntlet* with two commandos sneakin' 'n' shootin' their way around 16 varied levels planting bombs — and the C64 version captured this reasonably well. Particularly playable in two-player mode, it earned 88% in issue 60, although Phil's comment made clear his reservations. Okay it doesn't look stunning, or offer much gameplay innovation, but this stealthy *Gauntlet* variant will take a fair while to conquer and good two-player games are rare.

Super Monaco GP's only arcade innovation was its seven-gear gear-change — thankfully optional — and was otherwise very conventional. Probe handled the conversion, inevitably dropping the coin-op's huge side graphics, but Grant *SCI* Harrison certainly kept the speed up and the rear-view mirror works well, creating a real sense of being in the heart of a F1 race. It got a Sizzler in Issue 71, and if in retrospect it was probably a tad easy it's still great stuff for a compilation (on which it's arrived surprisingly soon).

Back on the beat-'em-up trail we have Creative Materials' ***E-Swat***, a truly hideous version of a weak coin-op. The *RoboCop*-inspired gameplay could've made for a great C64 game but poor graphics, repetitive and programming glitches, such as baddies' legs and bodies not always being connected as they came on screen, made for a game that did the US Gold name real damage.

RECOMMENDATION: *Axe* is the real star here, but *Super Monaco* and *Crackdown* are strong supporting acts even if the dire *E-Swat* and oft-rereleased *Shinobi* aren't.



class, the various cars are shown in some brilliant side-on pics and are slickly shown wheeling across the screen — it makes all that disk-swapping worthwhile! Unfortunately the actual racing element is a very workmanlike affair with slow screen update and a sluggish illusion of speed due to slow-moving roadside objects. To cap it all it's made rather dull if you opt for the slower top speed, Auto-shift gear option.



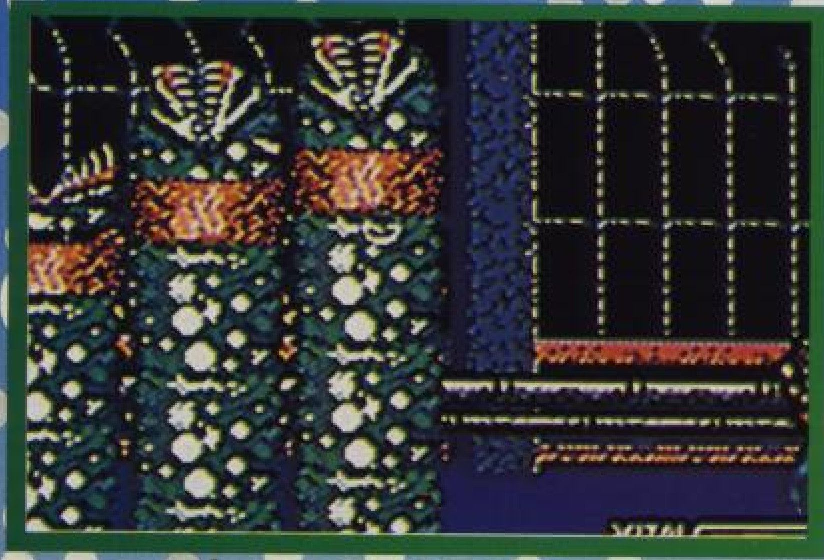
Nowadays it seems technically rather dated, not coming out very well in any comparison with *Super Monaco GP* and *Stunt Car Racer*, but it's still rather playable. Although lacking graphical thrills, the game scores due to its emphasis on realistic driving with realistic gears, rear-view mirror, oncoming traffic, engine blow-outs and police cars handing out speeding tickets. Add to this some of the most desirable cars in the world and you've got a fairly attractive package — even if the various scenery options don't make much difference. Once you've tried out all the cars the tough, and rather irritating gameplay could become ultimately discouraging, but setting new saved-to-disk race times has some long-term appeal.

RECOMMENDATION: A good value-for-money compilation for the car freak. Gamers more addicted to stunning graphics and brain-blurring speed than exotic cars should approach with caution though.



jumping — waggle to shake them off! Not to mention the great presentation, parallax scrolling and another classic Follin soundtrack!

Though also a Sizzler, ***Forgotten Worlds*** (93%, Issue 50) was surely vastly overrated by the then ZZAP! crew. It's a decent enough conversion but not *that*





special. One or two players are armed with guns which can be rotated by holding down fire and left/right to blast alien all-comers on six horizontally scrolling worlds. Zenny coins can be collected to buy power-ups in one of the shops which occasionally appear. It's straightforward no-nonsense blasting fare with the heavy attack waves marred by lots of flicker.





Another mindless blast-'em-up, ***UN Squadron*** (67%, Issue 70) similarly features horizontally scrolling, simultaneous two-player action. This time, though, the players are flying tiny fighter planes contending with an endless onslaught of military hardware. It's playable for a few goes, but soon gets repetitive.



Dynasty Wars (62%, Issue 63), on the other hand, is repetitive and boring from the word go. Crude gameplay has the horse-mounted hero fighting footsoldiers and other cavalry in Ancient China. Each of eight levels consists of several single-screen combat zones where all the enemies must be destroyed to scroll onto the next area. Certainly not the best of Capcom coin-ops it offers very little gameplay or graphical variety.

By contrast ***Strider*** is one of the most imaginative, spectacular and playable of the CAPCOM coin-ops. An athletic, cartwheeling hero flashes his laser sword through battlegrounds including downtown Moscow, the chilly Siberian wastes, a jungle scene populated by Amazon women and finally the battleship Ballog. Unfortunately Tiertex got their hands on the C64 conversion, throwing ninety percent of gameplay and graphics away to make a truly tedious game, *Strider* (42%, Issue 57). Two entire levels are missing, while the remaining levels lack the vast majority of the creatures and even simple soldier sprites rarely appear. If there were reasonable time limits you could complete it all on your first go; as they're not and collision detection is poor it might take you a bit longer, but why bother? This must rank as one of the most pointless arcade conversions of all time.

Strider II (62%, Issue 69) is the only title here not based on a coin-op, with Tiertex having created their own original sequel. It doesn't bear serious comparison with the CAPCOM game, but is more suited to Tiertex's limited talents. Despite featuring blocky sprites and largely monochromatic backdrops it's marginally more playable than its C64 predecessor, although exploring the labyrinthine levels gets repetitive. The only innovations are the hero's laser gun and his end-level transformation into a sluggish armoured robot.

Just as conventional, ***Last Duel*** (72%, Issue 49) is a standard vertically scrolling blaster with you controlling a car (which can leap over obstacles) and space fighter on alternate levels. Technically it's no great shakes with basic sound, blocky sprites and jerky scrolling, but it plays much better than it looks so it's not too bad at all!



RECOMMENDATION: An awful lot of filler and only two really good titles, one of which (*LED Storm*) has already appeared on budget. Also, four of the titles (*Ghouls 'N' Ghosts, LED Storm, Forgotten Worlds* and *Strider*) were featured on the *Platinum* collection so think about this compilation before parting with your dosh. We warned you.

FROM LAST TO FIRST

Vivid Image might not be famed for their prolificacy, but the games that they do produce are famous for their imagination and innovation. *Hammerfist* and *Time Machine* both earned Sizzlers, but their third game — *First Samurai* — looks set to better even those high standards. PHIL KING goes 'back to the future' to find out more.

Its title may well pay homage to *Last Ninja I* and *II*, which several Vivid Image people worked on, and *First Samurai*'s plot also has a familiar ring with an Ancient Japanese hero travelling forward in time to pursue an evil villain. His destination isn't contemporary New York though; this hero suffers his futureshock in 2323! It's a world populated by mutants and robots, quite a surprise for our Samurai hero who was a lowly tax inspector's assistant (!), now determined to avenge his master's murder by the Demon King.

Vivid Image's Mev Dinc admits that the *First Samurai* name started out as a joke, 'But it grew on us and we realized it was a good title. We wanted to do another martial arts game, and as we couldn't really use a Ninja again, we decided to have a new Samurai hero.'

With the change of hero comes a change in perspective. Rather than isometric 3-D, *First Samurai* utilizes a side-on, multidirectionally scrolling view with the athletic hero leaping around platforms and even climbing up and down walls. He also has a considerable number of martial arts moves at his disposal including several types of punch, high and flying kicks and the classic leg sweep.

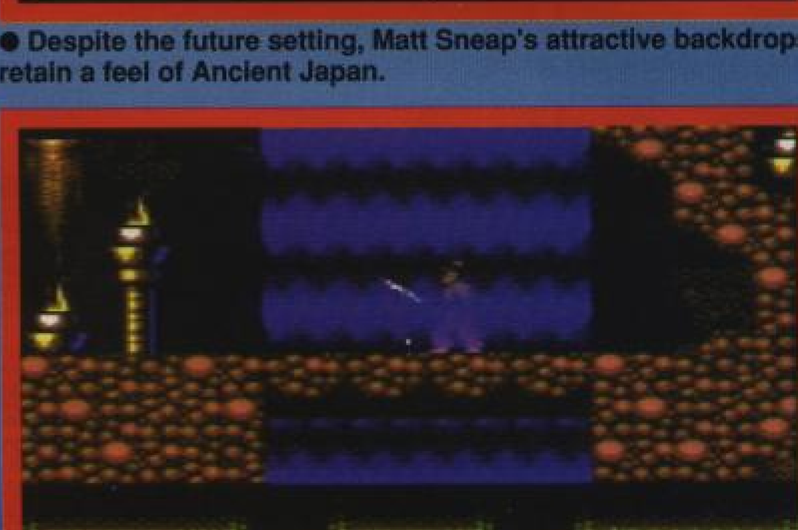
Killing the various energy-draining creatures that continually appear reveals their floating spirits which can be collected to boost the hero's magic power. Only when he has enough of this is he able to use his Samurai sword to slash in various directions — it may even be used to 'dig' through certain destructible walls and floors. In addition, special missile weapons can be thrown when collected.

With this multitude of moves you might expect a fiddly control system, something which Mev was keen to avoid. 'We tried to make it easily accessible so anyone could just pick up the joystick and play. Both the *Hammerfist* and *Ninja* controls were a bit complicated.'

First Samurai has been designed in conjunction with Raff (*Cybernoid*) Cecco, who is programming the Amiga version — the C64 is the only 8-bit machine to get a conversion. Mev explains, 'Initially the game design was so ambitious that we thought it would be too difficult to do any 8-bit versions. But later we realized the C64 was still a good machine which could handle the scrolling and efficiently store the huge level maps. It's good at this sort of game.'



● Despite the future setting, Matt Sneap's attractive backdrops retain a feel of Ancient Japan.



● C64 programmer Jon Williams has managed to retain the clever 3-D effect where the Samurai walks behind waterfalls.

WEALTH OF EXPERIENCE

The C64 conversion is being handled by freelance programmer, Jon Williams. Based in the 'sunny seaside town' of Littlehampton on the south coast, Jon is an industry veteran of some eight or nine years — he refuses to disclose his exact age ('It's such a long time since my birth'!), but claims to be 'between driving licence and bus pass eligibility!'. He also denies allegations of programmers earning megabucks. 'I don't know where these big money rumours started, but they're certainly not true.' Asked whether he has a Ferrari in his garage, John laughs, 'No, just a pair of bicycle clips. And no, they're not gold-plated!'

Jon began his programming career on the old Atari 800, with his first game *Jetboot Jack*. This was followed by several titles for Commodore's ill-fated C16 when it first came out. His subsequent 1986 C64 debut, the medieval multi-eventer *Knight Games*, Sizzled back in Issue 17. After this came *Oink* and a brief excursion into 16-bit with *Pyramax* on the Amiga.

More recent C64 credits include US Gold's *Shadow Dancer* and Elite's disappointing *Last Battle* — 'Although I was told my conversion worked out better than the original Sega console game.' Jon also admits to doing some work on Mirrorsoft's dismal *Back To The Future II*, but is keen to point out he was asked to step in at the last moment just to complete the project!

As with *Shadow Dancer*, Jon has found working from start to finish on *First Samurai* much more rewarding. Though given a fairly free rein by Vivid Image, he is attempting a fairly strict conversion. 'I've tried to get it as close to the Amiga as possible. Obviously I had to cut down on the number of sprites on screen. To

counteract the loss of difficulty, the baddies materialize near the player rather than wandering onto the screen. One thing I wasn't prepared to compromise on was the size and number of levels. The map is huge, the same size as the Amiga's, in fact, with near enough the same layout. It's so big it takes me half an hour to explore when editing!'

The sheer scale of the game necessitates the many regeneration points (where you restart when killed), and a multiload. Each of five loads will contain four "levels'; different sections of the overall map only accessible by solving special puzzles — as with the *Last Ninja* games, it's not just mindless beat-'em-up action. 'It's basically an arcade game but with the addition of a puzzle element. You have to search around to find the magical objects needed to overcome hazards at the end of each section.'

With the right magical objects collected, a powerful Wizard-Mage can be summoned to help you. For instance, at the end of the first level he builds a bridge to allow you to traverse a waterfall. Once you've done this, however, it's not all over. You must also defeat an end-of-level baddie such as a dragon snake, metal skeleton Samurai or large metal spider.

Despite its future setting, the game retains the feel of Feudal Japan with Oriental buildings, trees and animated waterfalls which the hero can walk behind



● **Ducking to avoid the flames, the Samurai finds a chest — opened by hacking it with his impressive sword and containing magical bonuses.**

in an impressive 3-D effect — 'It wasn't too difficult to achieve, though I had to put some thought into the placement of the items, and I think it adds that extra bit of finish.'

● **You need the special magical objects to get past the volcanic lava.**



● **The agile hero can easily climb up walls as well as performing athletic leaps as he explores the vast levels.**



DISTANT RELATIONS

The graphics are being done by Matt Sneap who lives hundreds of miles away in Derbyshire. In fact, Jon has met his partner only a handful of times, but doesn't find long distance collaboration a problem. 'It's fine as long as you work with professionals, and Matt certainly knows what he's doing.'

Matt is another man who won't reveal his exact age ('It's a lot less than Jon — I'm young enough to be his grandson!'), and has been in the industry for seven years. He started his career as a programmer, working on several 'unmentionable' titles plus *Mission Impossibubble* (on Hewson's



● **Look out for that pink bat! Hit him! Go on! Stop looking at all the pretty trees!**

4th Dimension compilation), before specializing as a graphic artist. He now works for Eurocom, a Nintendo development company, and has created the graphics for NES titles such as *Elite*, *Magician* and *John Smith Special Agent*.

For *First Samurai* he's using a special graphics editor created by Vivid Image's John Twiddy — 'It's bloody awful! No, only kidding, it's really good.' Graphics are first created on the Atari ST and PC, before being ported down to the C64 for further tweaking.

Matt has had little trouble recreating Raff Cecco's dazzling Amiga graphics. The hero, in particular, is superbly animated with a multitude of impressive moves — especially the sword swings complete with blur lines.

End-of-level baddies were also easily converted. 'They weren't a problem as they're not huge on the Amiga. The metal spider uses three sprites, as does the Samurai. The main problem has been cramming everything from the Amiga game into the C64 character set. Level 1 was particularly bad, putting characters all over the place. But it was Jon who really had to sort that out. He's not so bad for an old man!'

● ***First Samurai* will be published by Imageworks for £10.99 and £12.99 sometime before Xmas — the precise release date is still undecided!**

it's Corky!



1991 is on the verge of ending, we are all a year older and Newsfield is no more (sniff, sniff). But fear not because the Cork is back with your hints, tips etc. so that should cheer you up a bit. And at least Christmas is almost at hand. I remember last year The Scorelord dressed Phil in a fairy costume and forced him to the top of the Christmas tree at gunpoint.

The fishbowl-headed one is also carrying on with his hosepipe attacks. Remember last month I revealed that Scorelord was responsible for the rain?. Well, we now have photographic proof that shortly afterwards he purchased five tons of curry powder, so expect hurricane force winds very soon (now that is depressing news). And now without further ado we open hailing frequencies and go where no man has gone before.

ULTIMATE MUSIC HACK II

Here are the rest of the Waz P data lines for the Ultimate music Hack printed last issue.

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CYBERNOID II (Hewson)
100 DATA
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NINJA (Mastertronic)
100 DATA
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HUMAN RACE (Mastertronic)
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MOONSHADOW (Idea)
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SNARE (Thalamus)
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APB (Domark)
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STORMLORD II (Hewson)
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E-MOTION (US Gold)
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RICK DANGEROUS II (Firebird)
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SUMMER CAMP (Thalamus)
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BALLBLASTA (Zeppelin)
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ZYBEX (Zeppelin)
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LAST NINJA 3 (System 3) — all levels load sequence
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LAST NINJA 3 (System 3) - intro sequence
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RAMBO III (Ocean)
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DALEY THOMPSON'S OLYMPIC CHALLENGE (Ocean)
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BATMAN — THE MOVIE (Ocean)
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UNTOUCHABLES (Ocean)
100 DATA

EXILE

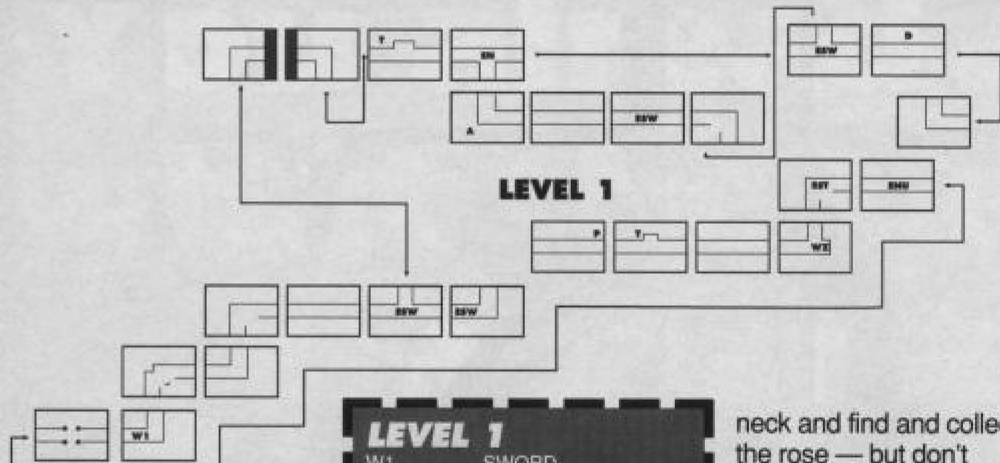
(Audiogenic)
Thanks go to the Gary at Audiogenic for these handy Exile tips to get you started, more will follow soon (fingers crossed).

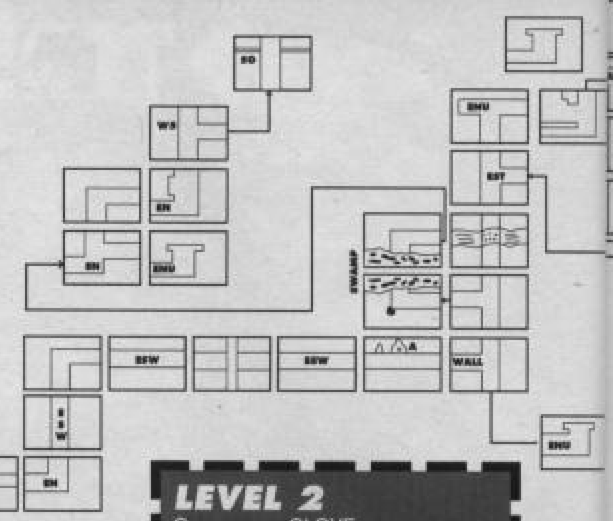
When you play Exile, you arrive on the planet Phoebus weaponless and itemless. The first collectable objects are grenades. These behave just as you would expect… when you drop or throw a grenade it counts down for a few seconds with a suitably alarming sound effect, and then explodes violently. The manual that is supplied with the game suggests you collect one grenade and use it to blast through the hatch into the underground labyrinth. You can, in fact, collect several before venturing underground.

The first grenade (the one mentioned in the manual) is on the surface of Phoebus, near the green flapping bird. DON'T PICK IT UP!!, use the cursor down key to look deeper below the surface. You will see another grenade precariously balanced on a slope, which leads down to the windy shaft. This is an outlet for the strong current of gasses expelled from the bowels of the planet far below. Knock the first grenade so that it drops down through the narrow gap. With any luck it will dislodge the other grenade, they will then both roll down the slope and get caught in the updraft that lifts them to the surface.

You can now catch them as they are tossed up and down in the turbulent wind from the shaft. Like any experiment you may need to attempt this more than once before both grenades are ejected. Now go to the left, under the derelict spaceship Pericles. Notice that you can fly up through the tubes, but the heavy cannon is blocking your path into the top cabin. If you let yourself drop right down onto the ground, you can thrust up and gain enough momentum to knock the cannon high enough for you to thrust sideways into the room. There you will find a third grenade; pick it up and store it away.

Fly around onto the top of the Pericles and you will find a weak steel hatch. You don't need to use a grenade to get through this, simply wait around. Eventually a meteorite will fall from space and smash through the hatch. There is a meteor shower every few minutes and the odd stray lump of rock could land at any time. Go in through the handy hole and you will find a fourth grenade. You will now have a full complement of grenades to proceed with. It should be pointed out that it is not always a good idea to pick up every grenade that you come across. You will soon have your pockets full and won't be able to pick up anything else. Leave some grenades lying around so that you can come back for them later.





LEVEL 1

W1	SWORD
W2	NUNCHUKAS
W3	SMOKE BOMBS
W4	SHURIKENS
EN	ENEMY WITH NO WEAPON
ENU	ENEMY WITH NUNCHUKAS
ESW	ENEMY WITH SWORD
EST	ENEMY WITH STAFF
T	TEMPLE
P	POUCH
K	KEY
A	APPLE (EXTRA LIFE)
D	DRAGON

Thanks to everyone who sent in tips for this oriental arcade adventure — they've all been combined to produce the following complete(ish) solution.

LEVEL ONE

The most important thing is to collect all the objects and weapons: a sword, nunchukas, smoke bomb, shuriken, pouch key and apple. When all the items have been collected, it's time to put the Dragon to sleep — that's the large lizard who frazzles the poor Ninja every time he tries to go past. To put pay to his pyromania, simply access the smoke bomb and lob it in the dragon's general direction. When the scaly blowtorch slumps to the floor, it can be safely passed.

LEVEL TWO

Firstly collect the claw at the lion's foot which is used to climb the cliff — hold nothing but the claw and push Ninja against the cliff face. Watch out for the crevasses — it takes a bit of practice to jump these safely. When you reach the wall, hold only the claw and walk backwards until the black-swathed hero clambers down like a monkey. Next, find and collect the glove and staff. To pass the fire-breathing statue at the end of the level, use the Ninja magic found near the glove. When the Ninja flashes, it's safe to go past.

LEVEL THREE

Get the talisman from around the statue's neck and find and collect the rose — but don't forget to use the glove, otherwise the Ninja hurts his hand and dies. When the Ninja comes to a large yellow statue, hold nothing but the talisman and pray.

LEVEL FOUR

There are two items on this level: the rope, which is needed to climb the step ladder out, and an apple. It is possible to pass the spider, but it's best to use the map to find an alternative route. Use the staff (it has a longer reach) to hit the Skeletons. When the ladder is located, stand next to the lowermost rungs, and use the rope to escape.

LEVEL FIVE

Collect the apple and enter the palace using the key. Carry on walking through the palace until the large nail-wielding statue is found. Hold nothing and edge up against it. Keep moving right and forwards (very slowly) until the Ninja passes it. Don't casually stroll past, as the statue will kill you. The entrance to the stairway is protected by a disintegration spell, so a little Ninja magic has to be collected from a nearby boiling pot. When the last Ninja turns green, he can enter the stairway to…

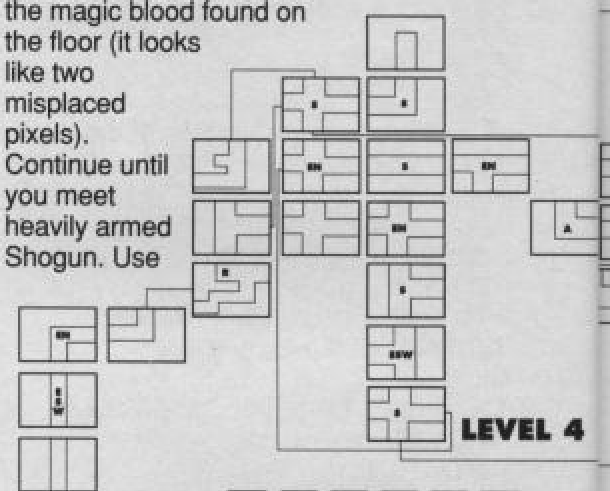
LEVEL SIX

The final level is the best! First, find the telescope and look through it for a very pretty effect, then get back to the action. Collect the sleeping potion and find the room with many vases. Hold the rose and push against the final vase to open up a secret door.

Continue down the passageway until the giant dog is encountered. Hold only the potion, move towards the dog and throw it when it attacks. A successful hit sees the dog collapse to the ground. If the bomb misses, beat a hasty retreat, re-enter the room and try again. The next hazard is the large statue with the bow and arrow. To pass safely, use the magic blood found on the floor (it looks like two misplaced pixels). Continue until you meet heavily armed Shogun. Use the staff, enter the room, bash the guard once and exit. Keep on doing this until he lies dead — the Ninja glows and is transported to a mystery location where lieth the scrolls. Jump onto the central square in the middle of the room, use the pouch and pick up the scrolls. Watch the disappointing ending screen, and switch off the computer.

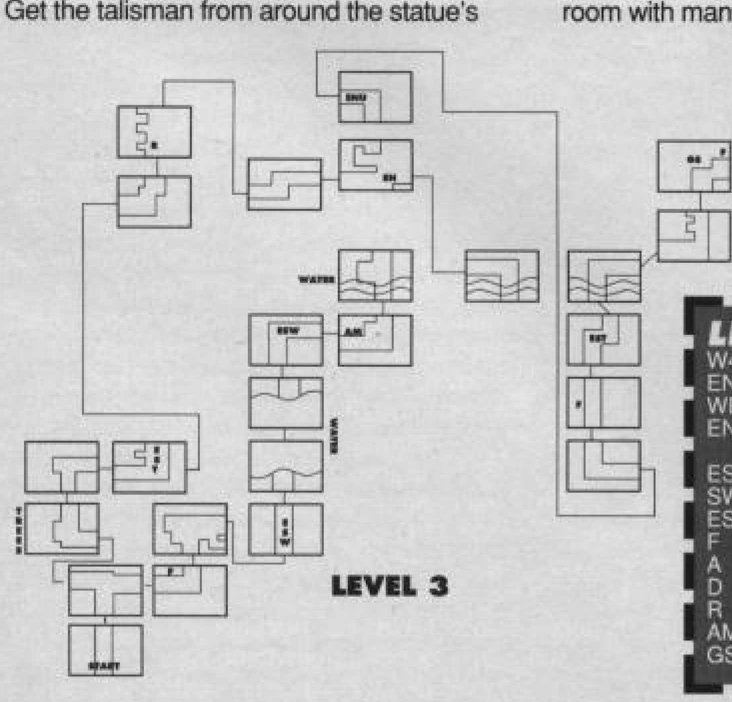
LEVEL 2

G	GLOVE
W5	STAFF
EN	ENEMY WITH NO WEAPON
ENU	ENEMY WITH NUNCHUKAS
ESW	ENEMY WITH SWORD
EST	ENEMY WITH STAFF
A	APPLE (EXTRA LIFE)
TI	TIGER CLAW
SD	STONE DRAGONS
NM	NINJA MAGIC



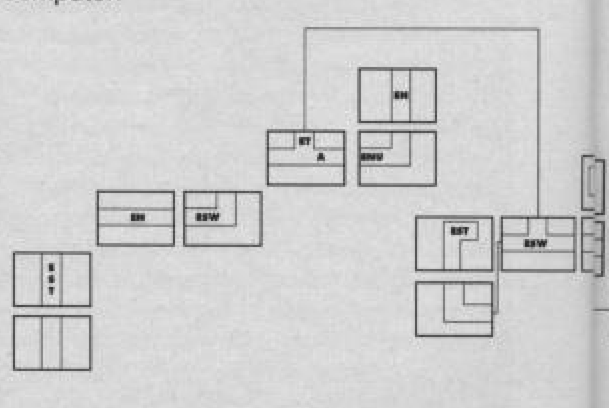
LEVEL 4

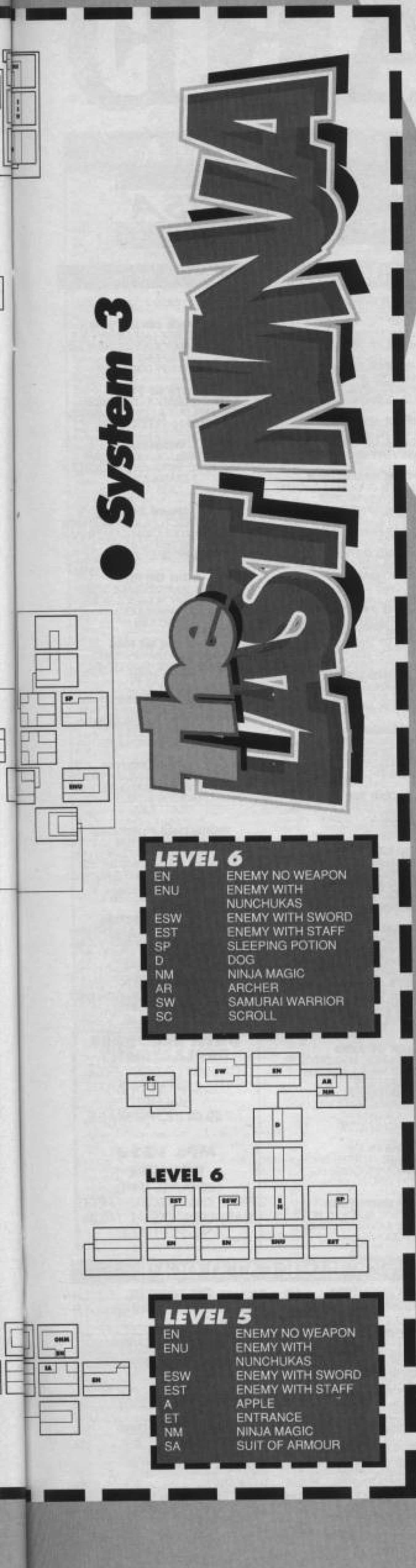
EN	ENEMY NO
WEAPON	
ENU	ENEMY WITH NUNCHUKAS
ESW	ENEMY WITH
SWORD	
EST	ENEMY WITH
STAFF	
A	APPLE
S	SKELETON
SP	SPIDER
R	ROPE



LEVEL 3

W4	SHURIKENS
EN	ENEMY NO
WEAPONS	
ENU	ENEMY WITH NUCHUKAS
ESW	ENEMY WITH
SWORD	
EST	ENEMY WITH STAFF
F	FOUNTAIN
A	APPLE
D	DRAGON
R	ROSE
AM	AMULET
GS	GOLDEN STATUE





0,6,12,18,24,30,36,42,48,11,44,171,44,16 2,0

NEW ZEALAND STORY (Ocean)
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RENEGADE 3 (Ocean)
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RUN THE GAUNTLET — land sections
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RUN THE GAUNTLET — water sections
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RUN THE GAUNTLET — the hill
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WEC LE MANS (Ocean)
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ROBOCOP (Ocean)
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OPERATION WOLF (Ocean)
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VINDICATOR (Ocean) (part 1)
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DRAGON NINJA (Ocean)
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PLATOON (Ocean)
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REVENGE OF DOH (Ocean)
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BLACK LAMP (Firebird)
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L.E.D. STORM (US Gold)
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PETER PACKRAT (Firebird)
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BIONIC COMMANDO (US Gold)
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PSYCHO PIGS UXB (US Gold)
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GHOULS 'N' GHOSTS (US Gold)
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AGENT X II (Mastertronic)
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CJ'S ELEPHANT ANTICS (Code Masters)
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HAWKEYE (Thalamus)
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SCOUT (Mastertronic)
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GAPLUS (Mastertronic)
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SHADOW WARRIORS (Ocean)
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COCK-UP CORNER

Apology time again, Waz P pointed out that the Ocean Multihack that I printed last month had a mistake in line 3. It should have read:

3 FOR WA=384 TO 411: READ Z: C=C+Z: POKE WA,Z: NEXT: IF C

BACK TO THE FUTURE PART III

(Mirrorsoft)
Even though there will be no more Back To The Future games, Mirrorsoft themselves have sent me these handy tips. Many thanks go to the ever helpful Alison Stroud (I love ya lots, Ali).

GAME ONE — THE BUCK BOARD CHASE

1. Pick up all the luggage that Clara has dropped from the back of her runaway buck board; luggage equals points (and what do

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points make?).
2. On the vertical section, pick up the discarded gun: this allows you to fire three shots at a time.

GAME TWO — THE SHOOTING GALLERY

1. You can shoot at stationary items as well as moving targets.
2. Shoot at the different-coloured ducks for a special bonus.
3. Don't shoot the granny as she will cost you 25,000 points.

GAME THREE — PIE THROWING

1. Watch out for the special animations.
2. When you have thrown a pie you can curve its direction by pulling on the joystick.

GAME FOUR — THE TRAIN

1. Make sure that you pick up all of the coloured logs 'cause it's the only way you'll hit the magic 88 mph.
2. When you pick up a log make sure that you hold the joystick down until the screen flashes.
3. Remember that smoke is hazardous to your health.

TARGET RENEGADE

(The Hit Squad)
This is a birova oldie as it first appeared back in Issue 38. Credit for these wonderful tips goes to Jon Hopwood and Steven Baker from Maidenhead.

LEVEL 1

This level is set in a multi-storey car park which consists of four floors. Firstly you must walk to the right, which requires that you dismount the bikers using a flying kick. Once you've kicked them off the bikes they'll proceed to attack you with fists and clubs. The rider takes five hits to destroy, whereas the others only take two hits. Use the club to break a few skulls. On floors 2 and 3, continually scroll from right to left without being attacked. Use this method when on floor 4; you're only required to defeat one biker and one man before answering the phone.

LEVEL 2

Here you are attacked by a streetwalker and a pimp with a walking stick and a gun (which fires only six bullets). Firstly attack the woman and deck her with three punches. After the pimp's bullets run out, move into him diagonally and lay into him with three duck punches.

LEVEL 3

Now come a vicious pair of skinheads: a large one who needs five hits to deck, and a smaller but deadlier one who needs six punches. Always attack the right-hand man first; do this and you will have little trouble reaching the phone in time.

LEVEL 4

The Beastie Boys and their faithful mutts need to be removed quickly. The men take six hits and the dogs require three ducking punches before they head for doggie heaven. Be Warned!!, watch the timer as you go 'cause speed is of the essence here.

LEVEL 5

Now eight bodyguards (but only two on the screen at one time, you'll be pleased to hear) attack you. Each are defeated by eight punches (a combination of high and duck punches). Finally Mr Big arrives and he requires 14 high punches to defeat, but watch out for his massive arm that will throttle you if you step too close. As long as you keep your distance you shouldn't have too much trouble in despatching him. When he is unconscious, sit back and enjoy the fab end sequence.

RENEGADE 3 — THE SURVIVOR'S GUIDE

(The Hit Squad)
Issue 55 saw these stonking Renegade 3 tips appear in the hallowed halls of ZZAP!. Many thanks go to Andrew Roberts from St Helens for sending them in.

LEVEL ONE — THE STONE AGE

Being the most difficult level, many people will have been measured up for a straitjacket by now, but never fear 'cos help is here. The safest way to dispose of the dragons is to low-punch them (they have a very nasty habit of biting your head off otherwise). This is also the best way to dispatch the Captain Caveman-style human inhabitants — kicking them usually results in a club over the bonce. Incidentally the club that Renegade can pick up doesn't have a use until Level Two, so you'll have to wait to crack a few heads open. Use the map to anticipate when you should climb up or down ladders, you'll waste valuable time if you fart around. Twelve enemies must be killed at both the end and the halfway point.

LEVEL TWO — ANCIENT EGYPT

Using the club from Level One will help you dispatch those 'dogs' a lot easier than with

BLITZ! BONANZA!

• Loads of games for not much dosh! •

As there are sod all tips this month from you lovable readers, I have filled up the space with these classic (and crusty) tips for games recently released on budget labels.

THE UNTOUCHABLES

(The Hit Squad)
Here is a handy little tipette for all you naughty C64 owners who waited until The Untouchables was available on budget before buying it.

When the game has loaded and is going through its natty little credit sequence just type in TECHNIQUE. Now you can hit F5 for extra time and F7 for renewed energy. And as the icing on the cake, if you pause the game (F1) and hit the left arrow (not too hard now) you will advance to the next level.

CABAL

(The Hit Squad)
Issue 61 saw these Cabal tips appear from Steven Kenyon from Wirral, worra hard dude he must be.

1. Shoot as many of the buildings as you can as they block your shots at attacking/hiding enemy.
2. Shoot the enemy in the bottom... no, hang on that's not right... ah, shoot the enemy at the bottom of the screen as the bullets they fire need less time to get to you and can often trap you in a corner.
3. Don't forget that you can shoot the enemy bullets.
4. Try to pick up the bonuses straight away. The extra 200/300/400 points are very useful if you want more lives.
5. Collect special weapons straight away as their rapid fire removes buildings faster, giving you more breathing space.
6. The grey uniformed soldiers can give a grenade or a special weapon. When one does, two men carrying a stretcher will appear. Shoot these and they will give you two grenades; collect them and shoot the stretcher bearers again before they disappear. You will be rewarded with another two grenades.
7. Never stay in corners for too long; the soldiers have a habit of zeroing in on you.
8. Don't waste grenades on buildings unless you really need to. If you opt to shoot in small bursts at every building rather than concentrating on one building at a time then a grenade may finish the job a lot quicker.
9. Try not to get killed when the end-of-level guardians appear, otherwise your FOE meter will drop to zero and you'll have to start again.

SHINOBI

(Virgin)
This listing was first tipped in Issue 57 and it gives you infinite Joe Musashi's (excuse me while I rearrange my teeth). Just type in the listing and follow the on-screen instructions.

```
0 PRINT CHR$(147)
1 FOR I=304 TO 343:
READ A$
2 L=ASC(LEFT(A$,1)):
L=L-55: IF L
3 R=ASC(RIGHT(A$,1)):
R=R-55: IF R
4 V=(L*16)+R: C=C+V: P
OKE I,V: NEXT
5 IF C1
6 PRINT "SAVE THE
LISTING FOR FUTURE
USE, OK??!!"
7 PRINT: PRINT "TYPE
SYS 304 TO START THE
GAME"
10 DATA
20,56,F5,A9,40,8D,29,04,
A9,01
11 DATA
8D,2A,04,4C,40,03,A9,AD
,8D,75
12 DATA
08,A9,A0,8D,77,08,A9,1C,
8D,78
13 DATA
08,4C,0D,08,00,00,00,00,
00,00
```

BATMAN VS. PREDATOR:

A chilling story, available in two formats



SOVIET SECRETS

Many people have been writing in, asking for help on adventure, RPG and strategy games. Well, just for you, here's Boris Myashirov with some top Trotskyist tips.

THE MAGIC CANDLE

(Mindcraft)

Would I be waxing lyrical if I suggested that you take two wizards and as many chaps with money-making professions as possible? Probably. But would I risk getting on your wick if I then added that you should have your hunter hunt in the outdoors to increase his skill which will cut down dungeon ambushes? Yes? Hmm. What if I offered to quit with the candle puns? Right — next!

DRAGON WARS

(Interplay)

If you must start with a new team take a look at the pre-generated lot. They have been carefully selected with well-implemented skill selection. Take note. For goodness sake do not, whatever you do, transfer characters from old *Bard's Tale* character disks. They will always be worse off in the new *Dragon Wars* scenario.

NEUROMANCER

(Electronic Arts)

Anyone having problems with Greystoke (besides trying to stop him swinging through the trees — no, no, just a joke) should consider leaving him till later on in the game. You'll need the heavy duty Black & Deckers before he can be vanquished so just back off, OK?

BARD'S TALE 3

(Interplay)

Inside the Ice Keep you'll find a slab on the floor which can only be opened by possessing three lenses. I tried a credit card but it didn't work. The lenses can be found in the three towers, each blocked by powerful magic wards which must be dispelled. Check out the diary in the hut. Apart from giving you a thorough lowdown on Skara Brae's bank holidays and when Tarjan, the Mad God, has his official birthday, it'll also give you a few hints on how to dispel the wards. The inscriptions on the walls next to the walls are also hints. Obscure, but hints all the same.

TANGLED TALES

(Origin)

The final scenario can be a bit of a humdinger. To begin with, buy everything you can — leave the cookie. Keep an eye open for rabbit traps too. There are three of the blighters. Once each character has joined your party, at this time make sure you have a quick chat with them. As for horrible Devourer, don't bother laying on the GBH as the guy is tough. In fact don't start to fight this unseemly character as you'll never get out alive. Flip through the spell book instead, something may be of use.

CURSE OF THE AZURE BONDS

(SSI)

Probably the best order for removing the bonds is Tilverton (fire knives), Yulash (moander), Haptooth (dracanros), Zhentil Keep (Fzoul/Beholder) and Myth Drandor (Tyranthraxus). In Tilverton search the Thieves Guild before nipping into the sewers. Similarly for the Fire Knives hideout. In the Red Tower you don't have to fight the dragons. Be nice to them — well all they get is hassle, everyone needs a little love sometime. Visit the elven queen in Myth Drandor. She's in the crypt (don't ask). Keep an eye out for Rakshasa — the vagrant is in disguise. Buy a couple of magic missile wands from Zhentil Keep, then enter Yulash — avoid encounters initially but fight the shambling mounds by the cleric's body.

ULTIMA 6

(Origin)

You don't need to have all of the spells to finish the game. Most useful in general are Heal, Great Heal, Unlock Magic, Dispel Field, Fireball, Lightning Bolt, Detect Trap, Untrap, Telekinesis, Disable, Mass Invisibility, Vanish and Pickpocket. Explosion is handy if you don't feel like lugging powder kegs around. There are only four people who have spells for sale, and none of their spells overlap. So, when you find someone with spells, 'buy' in each circle to see what they have on offer for future reference. Also, check out the prices of their reagents, so you know who has what and for how much.

Be careful when you drop things off for storage. It's tempting to use Lord British's Castle but too many items in the area can cause some to vanish, and may even prevent you from winning, if it's a unique object that disappears. Apparently, this is a pretty honest world and anything you leave in town will always be there when you return. So don't be afraid to cache a few things in Britain or Jhelom or wherever. Just remember where you stored the stuff!

Never bury a moonstone! You may be inclined to put a few in places that can't be reached with the Orb (such as Buccaneer's Den), but don't do it! At the end of the game you must you must have all eight stones together. If any are buried you will have to wait until both moons are down before you can retrieve the stone.

just your fists. If you lost a life or missed the club, don't despair 'cause you can either high-punch or flying-kick them. The large mummies are easily killed (if you can kill a mummy), but their smaller counterparts are a right pain in the botty. Although it is possible to punch them as they jump up, also beware of dripping water (and acid).

LEVEL THREE — THE CASTLE

Most of the enemy troops here take 3 or 4 hits to kill. It is best to use a flying kick on the Knight and low-punch the jesters. The dragons can be killed with three high punches. And if you come up against a seemingly impassable wall, kill 14 or so enemy soldiers and it will lower (it's a drawbridge dummy). The Knights on the hobby horses can't be killed, you have been warned.

LEVEL FOUR — THE SPACESHIP

There's a nice soundtrack this level, but you want to get through the game, don't you? So, remember to avoid the large electricity cables and jump over the smaller ones. Also use the teleporters to your advantage. The hardest enemy here is the large droid, but not if you flying-kick it. The mutant may also pose a few problems, if so you should high-punch it. At the end of the level everything will stop, don't panic because the game hasn't crashed it's just your girlie come to rescue you in a time machine.

So that's it for another month. As I said earlier, it's nice to be back but it would be nicer to receive some readers' mail. You wouldn't believe the panic that ensued over the last couple of weeks, I really had a tough time pulling these five pages out of the metaphorical magician's hat (there were plenty of white rabbits in there but not many tips). So please write to me at the address supplied at the end of this pile of waffle and help an aged journalist earn an honest crust (whinge, whine, moan).

Right, enough of the self pity, I would appreciate any tips, listings or maps that you industrious people can supply. Especially on Hudson Hawk, Terminator 2 — Judgment Day, Rodland and a more in-depth solution for Exile. Also would Waz Pilkington please either give me a ring or write to me?, I appreciate his input to the tips page but don't possess either his phone number or address. And to add a little incentive there are two £40 prizes being offered for the best efforts, plus another £40 set aside for a maps. Also, as stated before, if any reader has an inquiry please feel free to write to me — unfortunately I don't usually have the time to answer phone calls. The address to write to with your hard work (or queries) is, as always, It's Corky, ZZAP!, Europress Impact Ltd, Ludlow, Shropshire, SY8 1JW. So until next month 'Happy Xmas and set a course for Delta V, Mr Crusher, warp factor 2... and engage.'


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GROTTO GAMES!

Ho ho ho, it's that of year again with carol singing, mince pies, presents, and huge bank overdrafts (for parents, at least!). ZZAP! examines a Santa-sackful of new games that could be coming down your chimney soon — some of which would be better burnt on the fire.

ROUND THE BEND

• Impulze, £9.99 cassette, £14.99 disk

No doubt bored with the new breed of bland and gray politicians, the Spitting Image team created the puppets for this kids' TV show. In the game, these latex animal journos (what other type is there?) must search the sewers for the pages of their latest comic and the parts of the video printing press, accidentally blown up by Doc Croc.

Starting in the editorial office, you can switch between the four characters and choose which of four sewers to explore. Within an overall time limit, each character must collect three pages, which cannot be taken by any of the others.

And how do you reclaim the missing items? Is it via. some new and exciting game routine? No such luck — Round The Bend is just another platform game. Here the inevitable hazards include (and I quote), 'bats, cans, ninja teddies, and various other things normally associated with sewers.' Well if that's what Zeppelin associate with sewers, I'm glad I don't have to clean their toilets!

Back to the game. As you spend the entire time jumping around and avoiding those strangely chosen hazards, you will be pleased to hear that the sprite masking is generally very good, though a little dodgy near the characters' feet — take care when jumping. Also, there is no death sequence — you are just sent back to the office, wasting valuable time.

Gameplay is fast and exciting, but more than a little frustrating, especially when a bat flies towards you at breakneck speed, leaving you no time to react whatsoever. Eventually you will learn to time your jumps between bats, but the frustration level is high.

Once collected, the comic pages are sent to press via a short sub-game, with a different one for each page. Again, the gameplay is nothing new. All the sub-games we've found consist of running around and avoiding things. Their difficulty ranges from fairly straightforward to damn-near impossible.

In short, Round the Bend is technically competent and has some nice touches, but it's all been done before and would've looked more at home on Zeppelin's budget line-up.

Lumme! It's just like Zzap! The Ed hasn't done any pages yet! Typical or what?!





• Based on the wacky TV show, you can control various obnoxious characters such as the highly dodgy Doc Croc!

PRESENTATION 78%
Single load, instructions could be more comprehensive.

GRAPHICS 85%
Well-drawn sprites and polished animation make the game very visually attractive.

SOUND 51%
Unremarkable title tune and sparse FX.

HOOKABILITY 45%
Too frustrating.

LASTABILITY 50%
Very repetitive after a while.

OVERALL 52%

What's there isn't bad, but it's been done too many times before.

LAST BATTLE

• Elite, £10.71 cassette, £13.27 disk

The gibberishly named Aarzak must rescue his girlfriend from an evil trio in the Ultimate Savage Land, a quest which takes him through four 'chapters', each containing seven battle areas to fight through. To impress his foes Aarzak has a variety of jumping, punching and kicking moves. Each successive hit increases his Power rating so less hits are needed to finish off the big guy at chapter's end.

But first, Aarzak has to find the correct route: between each area, a map shows a choice of paths. The trouble is that neither this, the useless Japlish advice from Aarzak's friends or the manual gives any clue to the right route. So you have to backtrack through 'conquered' lands, fighting the 'conquered' enemies all over again. Arduous trial and error is never a good basis for a game, and the search for the correct route proves repetitive and frustrating — especially as you can only use energy top-ups once. It wouldn't be so bad if the beat-'em-up action weren't so mediocre. Unfortunately, you only have a few basic combat moves to choose from and progress is made difficult only by the sheer number of similar-looking enemies, all distinctly unintelligent.

As soon as you start playing you'll see the similarity to Images' *Shadow Dancer*. The scroll technique, presentation and even sound effects are all very similar. Unfortunately the graphics simply aren't in the same league. They're very blocky and mediocre; occasionally end-level sprites have overlays but they still look remarkably dull. Backdrops are occasionally worth a look when they're not the boring 'wasteland' style but ultimately this game has astonishingly little to attract your attention. Let's hope this really is Aarzak's last battle!

• Aarzak had better kick ass a lot better than this or it will indeed end up being his *Last Battle!*



Credits

An Images Production.

PRESENTATION 52%
Multiload per chapter. Mediocre intro sequence and map.

GRAPHICS 48%
Ok backdrops but dull-looking Aarzak and enemies.

SOUND 53%
Standard *Shadow Dancer* spot FX but weak intro/title

HOOKABILITY 39%
Far too familiar and shallow gameplay to impress.

LASTABILITY 44%
With no clues as to which way to go and unrelenting attacks it's frustrating.

OVERALL 43%
Very familiar unrewarding beat-'em-up action beaten up by lack of gameplay.

ROBOZONE

• Imageworks, £10.99 cassette, £14.99 disk

Yep, it's post-apocalypse time again folks, this time in the Big Apple itself, roasted by an ecological crisis. You control the sole-surviving Wolverine robot and not only must you contend with civil unrest but also the Scavengers. These towering robots constantly scour the city for scrap metal to melt in a huge furnace — which you must destroy before the pollution level gets too high.

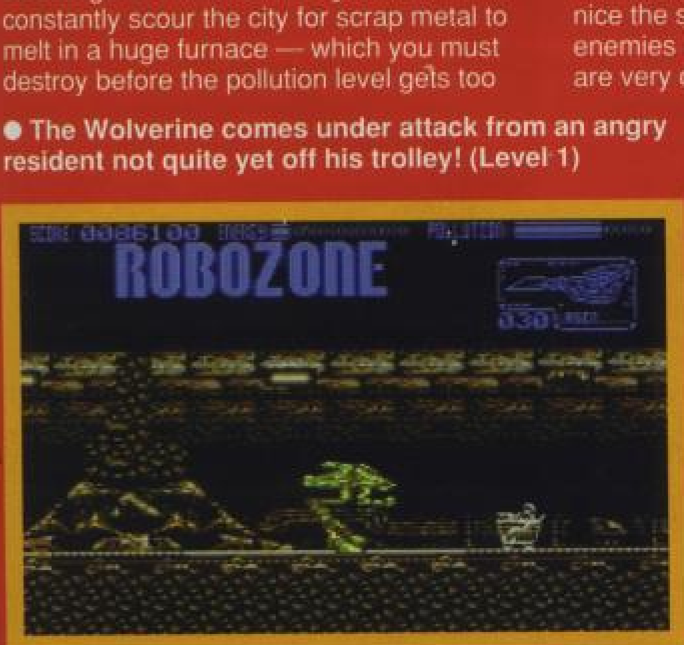
The first of three multiloaded levels is a largish maze of horizontally scrolling subway tunnels, linked by shafts which you can fall down or jump up. Energy-draining Scavengers, mutants and gun-toting humans can be shot with your built-in machine guns or, if you can find them, grenades and lasers.

Your stomping walker-type sprite is undoubtedly the best thing about the game. While the backgrounds on Level 1 are quite nice the single-colour, Spectrumesque enemies which run through the whole game are very disappointing. Moreover the size of the Wolverine means you can't dodge missiles easily — skill isn't nearly as important as making a map and following the quickest route.

Find and destroy the pathetic end-level baddie and you go above ground for the second level. This, however, is even worse: stomping around a grid of streets in search of the required EFA component is very dull.

The EFA allows entry to the final level: a horizontally scrolling shoot-'em-up inside the furnace. Get to its heart and you'll face the huge, heavily armed Protector. Although little better graphically, this straightforward shoot-'em-up works reasonably well — even if it looks like something from 1986.

• The Wolverine comes under attack from an angry resident not quite yet off his trolley! (Level 1)



Credits

An Arc Developments production.
Written by David Wyatt.

PRESENTATION 44%
Speedy multiload with intro screens, weak animated title screen, continue-plays.

GRAPHICS 43%
Attractive Wolverine sprite, but otherwise poor.

SOUND 63%
Atmospheric loading tune, good weapons FX.

HOOKABILITY 48%
Dull shoot-'em-up action on first level, but basic mapping challenge provides some interest.

LASTABILITY 44%
Level 2 is dire, but Level 3 provides a decent, if basic shoot-'em-up.

OVERALL 45%
A bleak vision of the future!

PIT-FIGHTER

● Tengen/ Domark, £10.99 cassette, £14.99 disk

The brutal 'sport' of Pit-fighting involves muscular combatants using any means possible to put each other into hospital (or the morgue) — it's just like Ludlow on a Saturday night!

In the horizontally scrolling 'pit', you and an optional friend each face a single opponent from a wide assortment of martial artists and thugs, each with their own unique manoeuvres. Your own special moves can range from a graceful spin kick to a direct head butt, depending on which of three characters you choose at the start of the game. As well as the standard beat-'em-up punches and kicks, you can pick up your opponent and throw him to the ground — then kick him while he's down! For extra fighting power, you can collect one of the flashing pills that occasionally appear. Alternatively, there are always plenty of barrels and crates to pick up and throw at your opponent. Reduce his energy bar to zero before he does the same to you and you.go onto the next pit with a pile of cash in your pocket.

The special moves and throws add novelty interest to an otherwise very standard beat-'em-up with the one-at-a-time opponents proving unintelligent. It's slightly more fun with another player alongside — especially as you can knock him down accidentally, or on purpose in the grudge match after every three pits: the first to get three knockdowns wins bonus cash.

The repetitive action isn't aided by uninspiring graphics. Nothing like their digitized coin-op counterparts, the blocky fighters are jerkily animated on yukky brown backdrops. Ironically, the game's main attraction is watching the fighters really laying into each other — seeing a leather-clad woman stamp manically between a downed muscleman's legs had me in fits of laughter. It's a shame the gameplay is nowhere near as entertaining.

● One or two players can take on the street punks, throwing people and crates around.



Credits

A Teque production.
Programming: Tony Love
Graphics: Richard Browne
Music and FX: The Vibrants

PRESENTATION 65%
Simultaneous two-player mode, choice of three pictured fighters, multiload after every three pits.

GRAPHICS 58%
Dull brown backdrops and blocky sprites — although the latter provide some amusement.

SOUND 78%
Good title tune, continuous in-game tune, plus simple FX.

HOOKABILITY 58%
The novelty of fighting dirty soon wears off due to repetitive, unskilful action.

LASTABILITY 55%
The unintelligent opponents aren't much of a challenge and after a few samey pits it becomes tedious.

OVERALL 56%
Not quite the pits, but a dull, unambitious conversion of the coin-op.

FINAL FIGHT

● US Gold, £10.99 cassette, £15.99 disk

Shock! Horror! The mayor's daughter has been kidnapped by the Mad Gear Gang. Luckily Mayor Haggar happens to be a former champion streetfighter (!) and — with optional friend — goes to the rescue, duffing up anyone in his path.

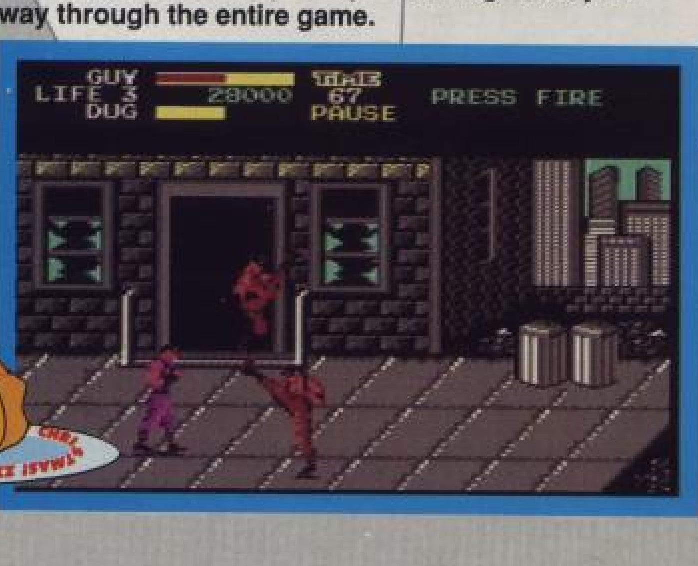
So what sets Final Fight apart from the other 3 million beat-'em-ups currently on the market? Unfortunately, not a lot. Those who have played the CAPCOM coin-op will know what I mean when I say it featured large sprites — they were blimmin' huge! Not only that, but they were excellently drawn, well animated and ran extremely quickly. These jumbo sprites have made it to all home computer conversions, except for the Commodore 64.

The tiny sprites are well drawn, but hideously animated. When fighting, they tend to twist themselves into impossible shapes like rubber bendy men. When they come together it's darn-near impossible to see what's going on. If that wasn't enough, they are so samey that you often end up fighting your friend by mistake! Each multiloaded level is exactly the same as the last except for the backgrounds, which range from the very well drawn to the sprite-destroyingly garish.

The entire game is plagued by poor collision detection. Falling characters often fly through seemingly solid objects, and when aiming your jumping kick you can knock down your opponent when appearing to miss him completely!

Controls are hellishly sluggish, taking ages to respond to your commands and occasionally not responding at all. Of course, the real Achilles heel of fight games is the one-move-kills-all syndrome. Final Fight is as clear an example of this as you would want to avoid. All you have to do is wait for your opponent to come to you, pull down on the joystick and press fire — your jumping kick will defeat anything and everything the game can throw at you! It really is that easy. Other methods of attack and collectable weapons are available, but never needed. Basically, it's yawn, yawn, yawn!

***Final Fight*? Let's hope so you can high kick your way through the entire game.**



PRESENTATION 56%
Choice of fighters, simultaneous two-player mode.

GRAPHICS 40%
One or two nice drawings, even if they do animate badly.

SOUND 32%
Dull title tune and weak FX.

HOOKABILITY 35%
Totally predictable.

LASTABILITY 15%
I doubt if you'll load it twice.

OVERALL 22%
No thanks.



● Boris Myashirov plays PI in a this nice-looking graphic-adventure.

CRIME TIME

● Starbyte, £TBA disk only

Last night there was a murder and you must prove your innocence! *Crime Time* is a text/graphic adventure with a graphic window above the input window. The latter is divided into three sections: a movement rosette, a text box containing a number of commands such as EXAMINE, USE and TALK TO, and another box containing all location objects on view plus your inventory.

Control is via joystick. You move and click the pointer over the desired action, then on an object. Although this system mostly works well, accurate positioning of the pointer can be fiddly at times. It's a shame the keyboard isn't supported. It would have been preferable to have used the cursor keys to move down the word list and return to input the action.

Graphically, *Crime Time* is initially appealing although boredom does tend to set in at times as the designers have used a limited amount of location graphics to represent all of the rooms. As you might expect, these are accompanied by location descriptions. What you don't expect are these descriptions to contain banal humour, offensive words or downright confusion.

The game, which began with much potential, careered downhill the longer I played it. The quality of the puzzles is pretty dire. Not only are they linear but they are poorly designed, adding nothing to the atmosphere of the game. The characters lend nothing to the storyline, interaction being a waste of time and effort, examining the 'empty' locations is repetitive and unrewarding... I could go on.

Crime Time was a good idea, but the poor and immature designers have sabotaged any chance it may have had.

PRESENTATION 68%
Simple, easy-to-use joystick operated menu system. Sadly no keyboard support.

GRAPHICS 70%
Colourful graphics become boring as many screens are repeated.

HOOKABILITY 45%
A cinch to get into, but empty locations and unrewarding gameplay create boredom.

LASTABILITY 40%
Poor puzzles and repetitive examination responses combine with the lack of atmosphere.

OVERALL 47%
Gut-wrenching humour, linearity, poor puzzle design and offensive responses put the dampeners on a potentially good game.

THUNDERJAWS

● Domark, £10.99 cassette, £14.99 disk

Gasp! Shock! A megalomaniac woman called Madame Q has devised a plan to create an army of genetic mutants for immediate world domination. Is this all happening in the back parlour of some B&B in Ludlow? NO! Heaven forbid! Madame Q's headquarters are deep underwater, tucked away from prying eyes and would-be do-gooders like you.

Each level of Thunderjaws is split into two multiloaded sections. The first involves scuba diving to one of Madame Q's bases; in the second, you find yourself inside a base, warding off mutants as the screen scrolls merrily along.

Take Level One, for example. After your ship has dropped you into the briny, it's a case of blasting everything in sight with your harpoon gun. Sharks, piranhas, manta-divers are determined to stop you from reaching each base.

Sometimes extra weapons can be picked up.from the seabed, as well as energy-boosting canisters. Having shot your way through the base door, it's time to do battle with the mutants on land. Expect to see Robot-guards, Robo-dogs, Lava-men, Fire-women and Spider-bots. These will either drop from higher platforms or appear from behind closed doors. Hit 'em with your Flame Thrower, Tri Shooter or Super Seeker and they won't stand a chance! But beware: all weapons have a limited life span, shown by a counter on screen.

Reaching the end of each level takes you into battle with a big, bad beastie. Defeat him and it's back on with the scuba gear, for another underwater sequence.

All eight levels follow the same pattern, with variations in difficulty and gameplay. It all sounds good fun but unfortunately Domark have rushed out another barely-well-not-really-passable coin-op conversion. The graphics are dull, especially in the base section, and things move too slowly for a shoot-'em-up. Then there's the annoyingly frequent multiload and graphic glitches. In short, what could have been a speedy, action-packed shoot-'em-up has turned out as a slow, uninspiring load of flotsam and jetsam.

● Fighting Madame Q's mutant army in the swimming section of Domark's latest Tengen conversion.



PRESENTATION 57%
Teeth-gratingly over-frequent multiload, but alternating two-player mode and two continue-plays.

GRAPHICS 52%
Backdrops are poor and sprites unremarkable, but bubble explosions are pretty and end-level monsters attractive — in a wimpy kind of way.

SOUND 54%
Title tune is good, but no in-game music, and FX are banal.

HOOKABILITY 46%
Very easy to get into, but multiload soon becomes irritating due to short levels.

LASTABILITY 39%
Two different types of gameplay, both as repetitive and boring and each other does not make for a compulsive long-term challenge.

OVERALL 44%
A disappointing conversion.

GATEWAY TO THE SAVAGE FRONTIER

Kathy Tayler he ain't but Boris Myashirov loves to write about his travel exploits. This month the bearded one explores the first volume of a new RPG series set in TSR's 'Forgotten Realms' world. And there's not a beach in sight.





● Walt Whitman lives to swashbuckle through another couple of disk sides in another massive SSI RPG.

● SSI/US Gold, £25.99 disk only

The locale for Gateway (I always buy my cheese and baps there — Ed) is the northern Sword Coast far to the west of the first series (near the railway station — Ed). Your characters start out with 3,000 experience points, which makes them level 2 characters for most classes. The maximum levels are 6 to 8, depending on the character class.

The game arrives on four disks with a C64 supplement, Adventurer's Journal and Rule Book. Naughty SSI have left an error within the C64 reference card (tsk, tsk). For those of you wishing to load in the pre-rolled party to have a quick nose around DO NOT try to utilise the 'add character' option, with Disk C, in an attempt to load the characters as advised by the reference card. Instead select 'load game', this will load the pre-rolled group.

As the game begins, your characters have been robbed of all but one small purse of gold while celebrating a successful job of guarding a caravan. They swear to find the thief and avenge themselves. After re-equipping as best they can, the party meets Krevish, who gets them a new commission. In the course of fulfilling this, they discover a threat to the Sword Coast from the Zhentarim. It's up to the party to foil this threat.

Gateway presents side missions to you, but gives no indication when a mission is complete. One example is the Neverwinter gardens. There are hints of missions that do not seem to be possible to complete (as in Llorkh).

Initially the battles are challenging, but once your characters get above level 3, combat becomes easy until the final confrontation. However, the mazes are tough. You have to go back to Pool Of Radiance to find mazes as tough as Gateway's, and the puzzles are equal to those in Secret Of The Silver Blades (except there is no Well of Knowledge to give you the answers).

The ending is problematic. It's possible to kill the main villain, but the end-game sequence ignores the fact that the party killed him. The final battle is based on an original idea that makes it interesting and challenging. However, there is a very legitimate trick that permits an easy win. You can continue to play after end-game, but the overall situation doesn't change in any way. The side effects of the Zhentarim plot continue. This may be deliberate, as the overall plot of the series seems to be to foil a Zhentarim master plan which this quest makes only a small dent in. Still, showing some effect of the defeat would have been more satisfying (eg the party could see increased commercial activity as they revisit the scenes of their adventure.)

As with the previous gold box games, the user interface is a mixture of improvements and unimprovements. The Fix command now also memorizes spells, but the automatic joining of items from Death Knights Of Krynn and the scroll bundles from Secret Of The Silver Blades is not available. The automatic spell memorizing does not allow you to memorize additional spells your characters get when they advance a level. A separate Memorize is still needed for that.

The artwork is the best yet in the gold box series. The giants, trolls, and ogres are not only more realistically sized, but are much more menacing-looking. There is one exception: the lizardmen look like pot-bellied lounge lizards rather than horrible monsters!

Copy protection is manual look-up which (finally!) is presented in the right order (page number, then line number, with word number last). One major improvement in the copy protection is that the password is needed only the first time you start, instead of the previous random calls.

Overall, Gateway To The Savage Frontier is a decent RPG with a proven, if rather staid, design. However, a number of design imperfections prevent it from being as good as it should have been.

● Golly me! This frontier's so savage the squid are climbing out of the sea to get your bags of gold.



PRESENTATION 70%
The interface is a bit of a mixed bag. Some improvements but a few let-downs.

GRAPHICS 84%
Colourful graphics — much improved over previous games.

HOOKABILITY 71%
Tough gameplay during the maze sections can create some frustration.

LASTABILITY 81%
Solid, familiar gameplay with a few black marks due to mission design.

OVERALL 78%
A solid RPG system which is nevertheless looking increasingly aged with each successive release.



A brand-new disk drive is bringing the C64 bang up to date with faster access to lots more data. At a mere £99 the TIB drive could revolutionize C64 gaming and is an invaluable tool to programmers. ZZAP! recently put the drive through its paces.

If you've used the 1541 disk drive you'll have learnt to love its unique 'characteristics'; slow access,repeated disk head hammering when things go wrong and the sheer bulk. A Mk II version, somewhat slimmer but little faster, is currently out for £129 bundled with eight games. The 1541 isn't a bad drive, but 5.25" disks are old fashioned; flimsy with low storage capacity and slow access.

In fact, Commodore launched a 3.5" drive for the C64 three years ago. Unsurprisingly it flopped — the 1581 drive cost £299.99 and software support was nonexistent!

Enter TIB, holding out the promise of bringing C64 disk-driving up to date with 3.5" disks. The first thing you notice about the drive is its compact size; 4" wide, 5.9" long and just 1" in height.

What is novel is how this drive connects with your C64, ignoring the slow serial port and plugging into the C64 cartridge port. The drive is automatically accessed when you turn your C64 on. The demo disk of *Ninja Rabbits* autobooted, bringing up the title screen in seconds.

If there's no disk in the drive, or no autoboot, then the standard C64 startup screen appears. To access the drive now you can use some simple BASIC commands. The TIB drive is known as device number 9, so rather than typing in 'LOAD "*",8,1' you type 'LOAD "*",9'.

There's the full range of standard disk commands: save, load, format disk and file delete/rename. Files can be loaded in from C2N or 5.25" drive, then saved to TIB — if you can break into the program. The TIB is definitely not intended as a piracy device, there's no magic 'memory' back-up buttons. If you're saving your own programs you'll obviously have no problems breaking into the program. Commercial programs try to prevent you breaking into them to insert save commands, so only experienced hackers will be able to to abuse TIB for piracy purposes.

More innocent programming functions will be supported by a utility disk supplied with the drive. For example, although the drive doesn't support sequential files, all routines can be called from BASIC through a jumbo jump block which will be in a complete ROM source file on the utility disk. Also on the disk will be several text files to show the 6502 machine code user how to create files in random access and how to mark blocks being used by a program.

Alongside these the disk will have more conventional utilities allowing the user to read and display a text file or hex file on the screen, monitor the state the of the disk and — time permitting — there will be a utility to read and modify sectors and write them back to the disk and modify file addresses. TIB hopes to have a utility disk similar to the powerful Norton Utilities utility disk for the PC.

Commodore 1541 5.25" drive
Intro — 48 seconds
Main Game — 130 seconds

Commodore 1541 5.25" drive (plus Action Replay Fastload)
Intro — 8 seconds
Main Game — 11 seconds

TIB 3.5" Ultimate Disk Drive
Intro — 3 seconds (virtually instant, as drive takes about 3 seconds to initialize)
Main Game — 6 seconds
(However, if there is more data on the disk, times may be substantially increased).



3.5 vs 5.25 — IS SMALL BETTER?

3.5" disks inevitably score over 5.25" in being smaller, tougher and offering more memory storage: 720K on a formatted double-sided disk compared to 166K per side on a formatted double-sided 5.25" disk. They also save you having to flip the

ST N'



disk over to access the 'B' side; 3.5in drives read both sides of the disk.

So far, so good. But what about speed? *Ninja Rabbits* from MicroValue is the first software title to make the transition to 3.5" drive so we used that comparison point, testing loading times on the TIB, standard 1541 and 1541 with the Action Replay Mark VI cartridge (which has a hyperloader function). Both 3.5in and 5.25in versions of *Ninja Rabbits* have an intro load followed by a main game load and it's these we tested the drives with.

SOFTWARE SUPPORT

Its technical superiority and handy utilities disk make the TIB ideal for hobbyist programmers and for professionals. The ability to rapidly access 720K of data with no disk-swapping gives a lot of storage capacity for some very big games. More importantly in the short term, the drive's PC-DOS format is the same as the PCs which most programmers work on, so disks can easily be swapped between machines.

But what about your average C64 gamesplayer? Are the shelves going to overflowing with 3.5" disks from Ocean et al? MS-DOS formatting means it's very easy for software houses to transfer their games onto TIB-compatible 3.5" disks. But do they want to?

Ocean's Paul Patterson was enthusiastic. 'It's an amazing piece of technology, just what the C64 needed 2–3 years ago. We're certainly going to support it. We're probably going to release a couple of games for Xmas at a £15.99 price point. We can put games on 3.5" disk drives very quickly indeed [due to MS-DOS format] .'

Unfortunately most other companies were less enthusiastic. Many thought it was a good idea being launched several years too late. Demonware's Mungo had a typical response: 'Whether we support it or not really depends on reaction from the trade, from the distributors who we sell to, if they place orders... we'd have to weigh up the costs of supporting a new format against the demand. We're always prepared to support new technology, it's just a question of economics. At this time I don't think anyone knows whether the TIB drive will take off.'

Some companies became warmer to the idea when MS-DOS compatability was mentioned, Audiogenic, for one, accepted it would make a voucher exchange system easy to operate. Colin Courtney of MicroValue/Flair was initially dismissive, despite having a game on the launch compilation. 'Interesting but about two years too late. All right it's good for compilations, there's a lot of storage space for that, but I see no real merit in it... If the system takes off, we could well support it. If it's true it is going into Dixons and Tandy, and both Gremlin and Ocean are supporting it, then there could well be several thousand units out there. We could make *Elvira II* available on 3.5" disk, and although there's no plans as yet, there's a very good possibility the original *Elvira* could be made available. It's just a pity it didn't come out two years ago.'

System 3's Adrian Cale similarly bemoaned the fact the drive hadn't come out five years ago and felt success now was unlikely. The company was on a 'crusade' for cartridges now.

Domark, Gremlin and Mirrorsoft claimed to have never heard of the drive, neither at the PR or technical level. US Gold had heard of it, but were unlikely to support it until there was strong public demand.

Clearly then, the shelves are unlikely to be groaning under the weight of C64 3.5" disks this side of Xmas, if ever. However, Ocean is the 900lb gorilla among software houses and their support will not only make available quite a few good games, they could also persuade other software houses to follow suit given good sales. This is obviously the crucial point: if you lot buy loads of drives and games then support will follow.

However, TIB are well aware of this 'chicken-and-egg' situation and are busily trying to get around it. They're determined that the numerous TIB users they expect — from apparently substantial orders from distributors in the UK and abroad — are fully supported. A voucher system whereby gamesplayers are given the option to upgrade their cassette or 5.25" disk is under consideration.

TIB are also investigating publishing games themselves, as SAM Co have attempted for their Coupe. So for example all users would get a newsletter offering licensed 3.5" versions of popular games via mail order. Software houses such as US Gold would thus be spared the risk of producing 3.5" conversions themselves — for the company it would be like offering a magazine cut-price software for subscriptions offers.

TIB are also talking to publishers of serious utilities, such as word processors and spreadsheets, to get permission for producing 3.5" versions.

In conclusion the TIB drive is technically impressive, should be very reliable (using an established drive mechanism) and is very cheap (costing less than the ancient 1541). The software supplied with the drive is relatively weak, but new titles may yet be brought in. As for achieving the Herculean task of establishing a new C64 disk format, that's a tough challenge but TIB are working on lots of ways of getting around it. Ocean's cut-price carts offer strong competition to the new format, but 3.5" disks have bigger and cheaper storage capacity. If you're interested in new technology, TIB are offering a very good gamble.

The TIB drive comes with a one year guarantee. Further information on the TIB 3.5 Disk Drive can be obtained from *TIB plc, 36-50 Adelaide Street, Bradford BD5 0EA*. Telephone: (0274) 736990.

WIN THREE ULTIMATE DISK DRIVES!

Overnight TIB have risen to headline-grabbing stardom with some of the most exciting C64 hardware in years, namely the brand-new 3.5" disk drive.

The cartridge interface also allows faster data transfer, and can load a full 64K in less than six seconds. At last it looks like C64 owners have what they've needed for so long: a fast, reliable disk drive at the very reasonable price of £99.99 — including seven titles; *Gutz, Firefly, Ninja Rabbits, Equinox, Pyjamarama, Quack* and *Frostbite*. And now, thanks to TIB's generosity, you could win one of three Ultimate Drives. All you have to do is answer these three multi-choice questions which even Hoggy could get right (with a bit of help from a grown-up).

1. Up to how much data can each DD-001 3.5" disk hold?
(a) 32 bushels, (b) Phil King's lunch, (c) 64K, or (d) 720K.
2. How big is the DD-001's external power supply unit?
(a) quite big, like a well-fed ferret, (b) it hasn't got one, (c) the size of St Paul's Cathedral, or (d) *almost* as big as Phil King's lunch.
3. How much does the DD-001 weigh?
(a) 1 pound, (b) 3 stone, (c) the weight of a rather sizeable juggernaut (including fatso, Yorkie-eating driver), or (d) even heavier, *almost* as much as Phil King.

Write your answers on the back of a postcard (or sealed envelope) and send it to: *Newsfield, THE ULTIMATE DRIVE COMP, ZZAP!, Ludlow, Shropshire SY8 1JW*. Entries must reach us by January 30th.

ZZAP! COMP

BATTLE C

Ocean £14.99 cartridge

Amiga Battle Command Sizzled well over a year ago, an astonishing mix of fast 3-D action and semi-realistic tactics. A C64 conversion appeared impossible, but Realtime Games have worked miracles by a combination of state-of-the-art code and continual accessing of cartridge memory. Robin Hogg dons goggles and scarf to battle-test gameplay.

● Incoming! An enemy's star-shaped shell rockets in for a direct hit! Just behind it one of your own square black rounds is heading toward the white enemy tank.



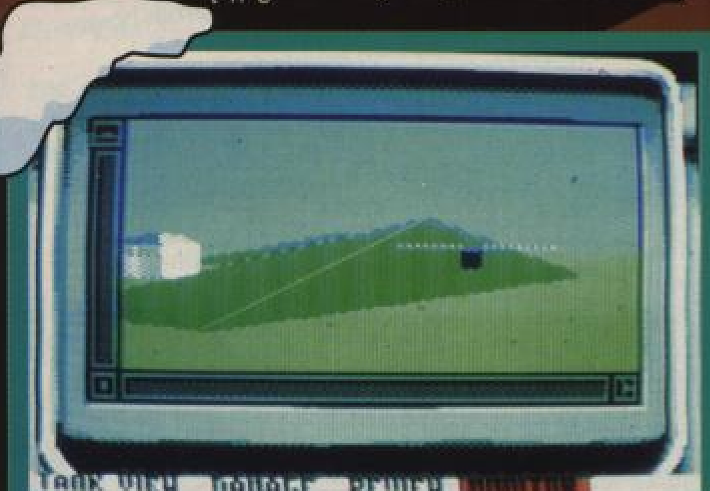
The Ultra War has dragged on to the point where the North and South forces face stalemate — mass attacks result only in mass slaughter. Into this standoff situation come the Mauler supertanks, designed to penetrate behind enemy lines, wreak havoc and put an end to the conflict. The Maulers are solo killers, operating completely on their own after being dropped by Stealth Heli-Carriers.

The Amiga battle has been reduced to seven missions for the C64 (plus a final secret mission when you complete all the others), but given that the enemy forces have now been substantially upgraded in toughness, the overall campaign remains considerable. You can attempt the seven main missions in any order and can run through the briefings before selecting: there's a reconnaissance picture of the battlezone (complete with drop-off/pick-up points) as well as an awesome display of the Mauler weapons available.

Choosing which weapons to use is absolutely critical and there's a superb arming screen where the various systems are shown rotating in glorious solid 3-D. The most important is



● The tanks look good and move unbelievably quickly, making for genuine arcade-style action.



● A one way trip to oblivion — riding along behind a missile in the remote control option.

It's taken a long time, but at last we've got a C64 cart which actually exploits the technology for something more ambitious than faster loading. According to Ocean the game is continually pulling code off the cart, but there's no pauses — except when it's a massive block, such as a map screen. Battle Command shows how carts can dramatically improve C64 performance and the blindingly fast 3-D is as impressive as any we've seen. But what about Battle the game,? Well, as with the original it's tough and although the menus work brilliantly, it still takes some getting used to. Although you can get into the action as soon as you load the game, dying comes all too easily until you stop to work out how things are working: which weapons and defences to use, what approach to the target is best. Once this is done you can really get to grips with this stunning program.

Tank encounters can admittedly resemble Battlezone more than anything else — lots of fast rotation searching for lock-on — but the range of weapons, especially the superb missile-eye view option, more than compensate. Then there's the various enemy installations to find, helicopters to shoot down and night fights to survive.

Eight missions aren't a huge amount, but at £15 this is unmissable and I wait in expectation for more games like it.

OMMAND



● This wire-frame bridge looks pretty, but crossing it leaves you little room to manoeuvre.

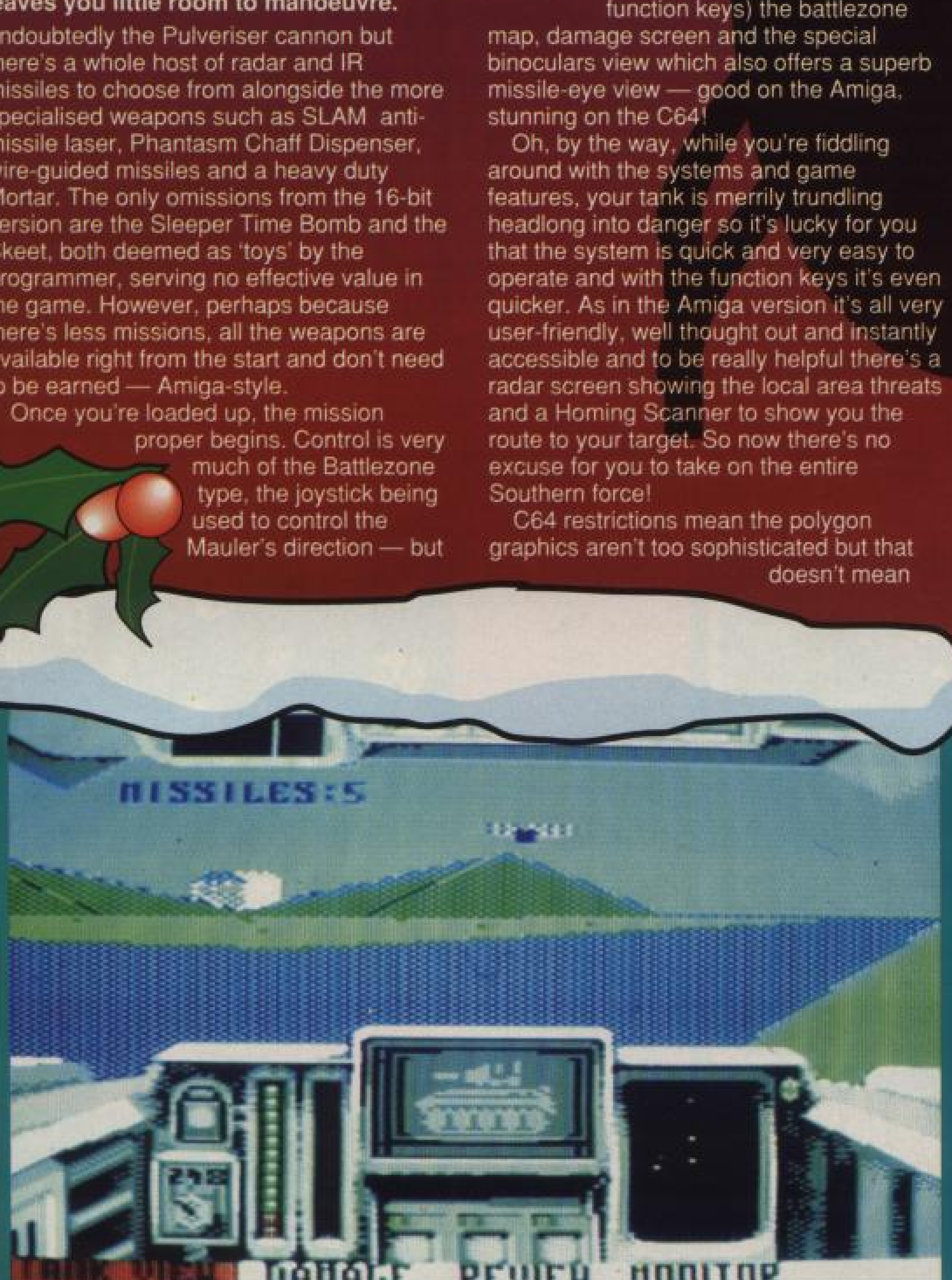
undoubtedly the Pulveriser cannon but there's a whole host of radar and IR missiles to choose from alongside the more specialised weapons such as SLAM anti-missile laser, Phantasm Chaff Dispenser, wire-guided missiles and a heavy duty Mortar. The only omissions from the 16-bit version are the Sleeper Time Bomb and the Skeet, both deemed as 'toys' by the programmer, serving no effective value in the game. However, perhaps because there's less missions, all the weapons are available right from the start and don't need to be earned — Amiga-style.

Once you're loaded up, the mission proper begins. Control is very much of the Battlezone type, the joystick being used to control the Mauler's direction — but at the press of the GS joystick's second fire button (or simply the space bar) an arrow pointer appears, allowing you to activate the tank's sytems and weapons. Night-sights, binoculars and a rear-view camera are available, depending on the mission, and by clicking on the four weapon pods you can swap firepower. If need be you can call up (via the GS fire button or the C64's function keys) the battlezone map, damage screen and the special binoculars view which also offers a superb missile-eye view — good on the Amiga, stunning on the C64!

Oh, by the way, while you're fiddling around with the systems and game features, your tank is merrily trundling headlong into danger so it's lucky for you that the system is quick and very easy to operate and with the function keys it's even quicker. As in the Amiga version it's all very user-friendly, well thought out and instantly accessible and to be really helpful there's a radar screen showing the local area threats and a Homing Scanner to show you the route to your target. So now there's no excuse for you to take on the entire Southern force!

C64 restrictions mean the polygon graphics aren't too sophisticated but that doesn't mean there aren't some great graphics in there. The airfield with the jets by the runway, the missile launchers and bridges are all worth a look, but just be prepared to see a good few square buildings on your travels!

So what do you actually get for 128K? Well, it was disappointing to find out that there's only 8 missions in the C64 version and that the tanks aren't so clever or numerous in types (the spotter planes are still in there if it's any consolation) but one thing it's got going for it is that it's FAST, the playability harking back to the joyous days of Battlezone but this time the action has a purpose! It's good then to see that the mission variety puts all manner of skills and weaponry to the the test: the Hostage mission requires stealthy tactics, the Missile Battery is a race against time where Dragonfly Guided Missiles come in handy, and not forgetting the all-out blast of the final, secret mission. Great stuff, and a great price too!



● An enemy aircraft circles above the mountains, guiding enemy tanks towards you. Use an AA missile to bring it down.

Credits

Game Design: Realtime Games
Programming, Graphics, Sound Effects: Steve Cashil
Music: Jonathan Dunn

PRESENTATION 92%

Impressive graphically and in variety, superb arming up screen together with Password system for restoring game position. All screens are easy to activate and use. Great cockpit display.

GRAPHICS 89%

Surprisingly fast-moving mix of vector and solid polygon graphics with some remarkably detailed objects to be seen. Excellent missile-eye sequence.

SOUND 67%

Great title tune but let down by limited in-game spot effects.

HOOKABILITY 90%

The surface appeal of Battlezone draws you in but it offers much, much more.

LASTABILITY 88%

Only seven levels but the variety of mission demands will keep you at it and then there's Mission 8 to tackle after all of the others.

OVERALL 90%

Technically stunning, extremely playable heavy metal arcade action!

SMASH

The Smash TV coin-op is one of the most spectacular ever, packed with incredible graphics and more sprites than a shop full of home computer games. Then there's the dual joystick control system and brilliant start-up sequence. Nobody with any sense would even dream of converting it, would they? Ian Osborne ponders the impossible.

Ocean, £10.99 cassette, £14.99 disk

Smash TV is a futuristic game show where instead of being incredibly humiliated by the smarmy host, contestants now get blown to pieces. Given a choice between a grotty Michael Barrymore 'jest' before the nation's entire population of morons and a bullet between the eyes, wouldn't you go for the latter? Yep, mass slaughter sounds a lot more respectable and mass slaughter is exactly what you get in Smash TV.

The aim of the game is to blast your way through three dangerous and devious arenas, then confront the game show host to give him some of his own lethal medicine. At this point coin-op fans may start squealing about the fourth arena, but never fear that's been incorporated into the third section and all 46 rooms have been crammed into your C64.

Each room is a single screen which seals you in until all the baddies have been blasted to smithereens. It's frantic, non-stop shoot-'em-up action, rather like Robotron, and there's a huge variety of enemies — swirling buffalo clouds, laser-firing electroballs, snakes, pudgy guys who carry bombs on their back, tanks, zombies, snipers… the list goes on and on. To stand any kind of chance you need to power-up by collecting icons for speed-up, power-shots, triple-shot fire, shields, extra lives and the inevitable smart bomb. Don't be too trigger happy though, ammo is limited — shown by the red/green bar beneath your mega-score.

This is Nick Jones's last C64 game, but boy has he ever gone out with a bang! This is one of the most playable coin-op conversions I've seen in ages. The enclosed arenas create a claustrophobic atmosphere, especially with all the enemies that pour out of the doors. Far from mindless blasting, Smash continually gets your mind whirring with options — should I get that bonus weapon? where's the best place to attack these new beasties from? do I really need another pop-up toaster? Can I get that cash without hitting that mine? Arg!

There's a wide range of baddies, all with their own attack patterns, and usually there's a couple of different types to worry about at the same time, loads of 'em, yet the game just doesn't slow down! Surviving takes so much concentration that collecting prizes becomes just an afterthought — unless you're plain greedy like me! The price is right so come on down and play Smash TV. Win or lose, with this much fun everyone's a winner!





The Electrobounce balls shoot lethal lasers all over the place if you don't blast them first. The rings at your feet mean you've got a forcefield currently, but three lives aren't many in this game.



Sprite limitations? What sprite limitations? Watch out for the wall snipers and blue mines. The left red icon is a v. useful smart bomb.



These circling blades wipe out everything they touch — but lucky shots can still get through!

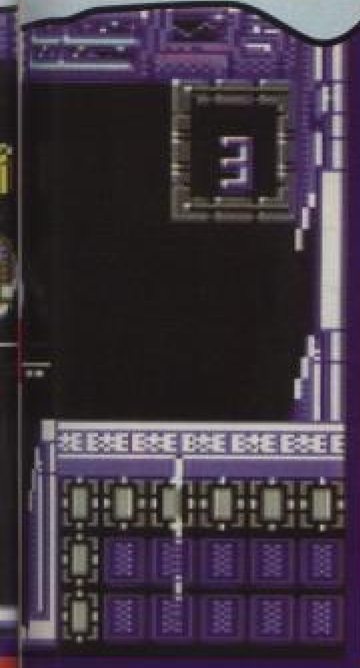
And then there's the prizes. Yep, it's a game show after all and you too can win cars, wads of dosh, free airplane tickets, a year's supply of meat and dozens of pop-up toasters! At the end of each arena all your

Credits

A Probe Production.
Program: Nick Jones
Graphics: Lee Ames
Sound: Jeroen Tel
Producer: Neil Young

...H TV

SIZZLER



winnings are totted up in a special screen which is exceptionally satisfying and makes high scoring really good fun.

Fans of the coin-op will know all this, of course, so all I need say now is that it's a great conversion and... yep, they've gone down the shops to grab a copy. Okay, those of you still here are probably wondering what makes Smash special? Isn't it just another simplistic shoot-'em-up? Well, it's certainly not a complicated game, but all the enemies have their own attack patterns and the sheer numbers lead to pure mayhem. So many shoot-'em-ups are too slow and dull; Smash TV just pours on the sprites by the dozen, it's non-stop action — and look out for the mines!

At first sight, speed seems due to mediocre graphics, but the more you play, the more the graphics impress with lots of impressive detail, splendid colour and neat animation. As bullets spray the arena you have no time to do anything other than keep firing, but observers can ogle at the fact it doesn't slow down, it just keeps throwing more and more stuff at you.

A stack of lives, nine to begin with, plus a continue-play, make for good long battles, and when you do finally go back to the start you can try a different route through the arenas. Beginners can search for the fastest route while experts will go for the bonus rooms. Needless to say at the end of each arena there's a superbaddie to defeat, and just watch out for the spectacular death sequence!

There is very little variation in gameplay here — it's rip-roaring shoot-'em-up action all the way, and none the worse for it either. A well-thought-out learning curve makes sure you just keep coming back for more.and it's very difficult to find any niggles. Expert gamers might find it a little easy, I suppose, but even they will have great fun go for high scores. Smash TV is simply one of the best games to be released this year, it's just so much fun, and incredibly playable. As Robin Hogg would have said, had he still been here, 'It's a SIZZLER — and a right good game to boot!'





Blast the tankmen for cash, silver ingots, prezzies and an extra life (the blue icon at top right).



BE MY GUEST

Ten gameshow hosts you would like to blow to smithereens. In reverse order:

10. Bruce Forsyth...'Nice to see you to see you,... Aaarrrrggghhh!'
9. Jim Bowen... 'And Bully's star prize is... Oooofffff!'
8. Les Dennis... 'We asked 100 people which gameshow host they would most like to drop from a very great height... '
7. Cilla Black... Wouldn't you just love to send her on a Blind Date with a hand grenade?
6. Matthew Kelly... Would you like to break his other leg? YOU BET!
5. Bob Monkhouse... King of the false smile — should be made to sell The Satanic Verses door to door in Iran.
4. Roy Walker... 'What have we got here, it's a headstone, it's got my name on it, and the catch-phrase is... WISHFUL THINKING'
3. Andrew O'Conner... The God squad's slimiest trooper.
2. Bob Holness... Let's play knock-off-his block busters.
1. Jeremy Beadle... Well, what can I say? For crimes too numerous to mention, should be built into the Channel Tunnel — let's see if he is game for a laugh!

PRESENTATION 90%

Great opening sequence, then the game loads in and it's a SINGLE load! Choice of keys or joystick for movement and fire control, plus one continue-play.

GRAPHICS 92%

Enemy sprites are detailed, colourful, and there are so many different types!

SOUND 84%

Great intro tune and involving in-game FX.

HOOKABILITY 95%

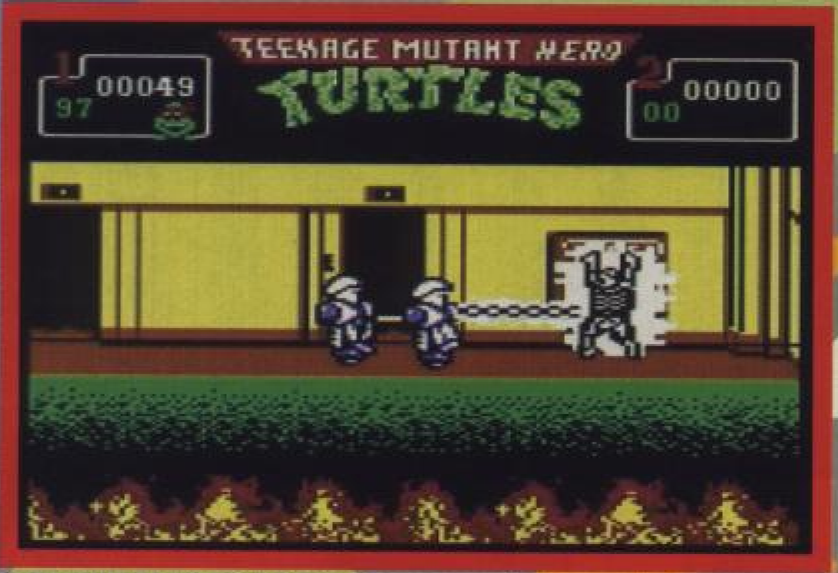
Frequent 'life' power-ups and a continue-game option make the game instantly, completely compulsive.

LASTABILITY 94%

The excellent learning curve provides a real challenge, plus you can choose your own route through the arenas and high-scoring is extremely satisfying.

OVERALL 93%

Smash TV grabs you by the throat and just won't let go — how Ocean managed to get all this into one load is beyond me. Buy or die!



● Yargh! A half-shell is no defence against two robots armed with electroshock guns!

Imageworks/ Konami, £10.99.cassette, £15.99 disk

The Turtles bandwagon has spawned more rubbish than any radioactive sewer, including a dire conversion of a decent Nintendo game last Xmas. This time around Image Works have the Konami Turtles coin-op licence and are relying on Probe to do it right. So can the year's top programming house pull another bestseller from the ooze? Of course, but will it be any good asks Corky.

I warn you now, there are gonna be none of the usual clichés so commonly used when writing a Turtles review — OK dudes? This will be a totally bodacious piece of writing, most awesome in a small kinda way, that'll make your mates cry, 'COWABUNGA, man! This dude really knows what he's talking about!'

Ok, Ok, I digress, you can't talk about our bold and fearless buddies without mentioning one of 'those' words — after all, the Turtles are an institution in their own right, as the mega-success of their coin-op proved.

The plot is that April O'Neil, journalist extraordinaire (rather like myself!), has been taken hostage and hidden inside a burning New York tower block. Unlike the coin-op the Mean Green Dudes are too busy to all turn up together, only two can party and even then they have to take turns fighting through the multiloads. But at least the Turtle Selection Screen is nifty with some great portraits of our heroes.

Each of ten levels is a horizontally-scrolling affair, but as soon as three or so baddies comes on screen the scroll goes for a teabreak until you bash the nasties into the ground. Unusually for a beat-'em-up your combat moves aren't that complex, there's only a few different ones and in reality they're just graphical effects — you can't choose whether to perform a flying kick or punch someone, it's purely random. This makes the game easy to get into, and the turtles moves are very impressively animated, but over the long term it becomes rather repetitive!

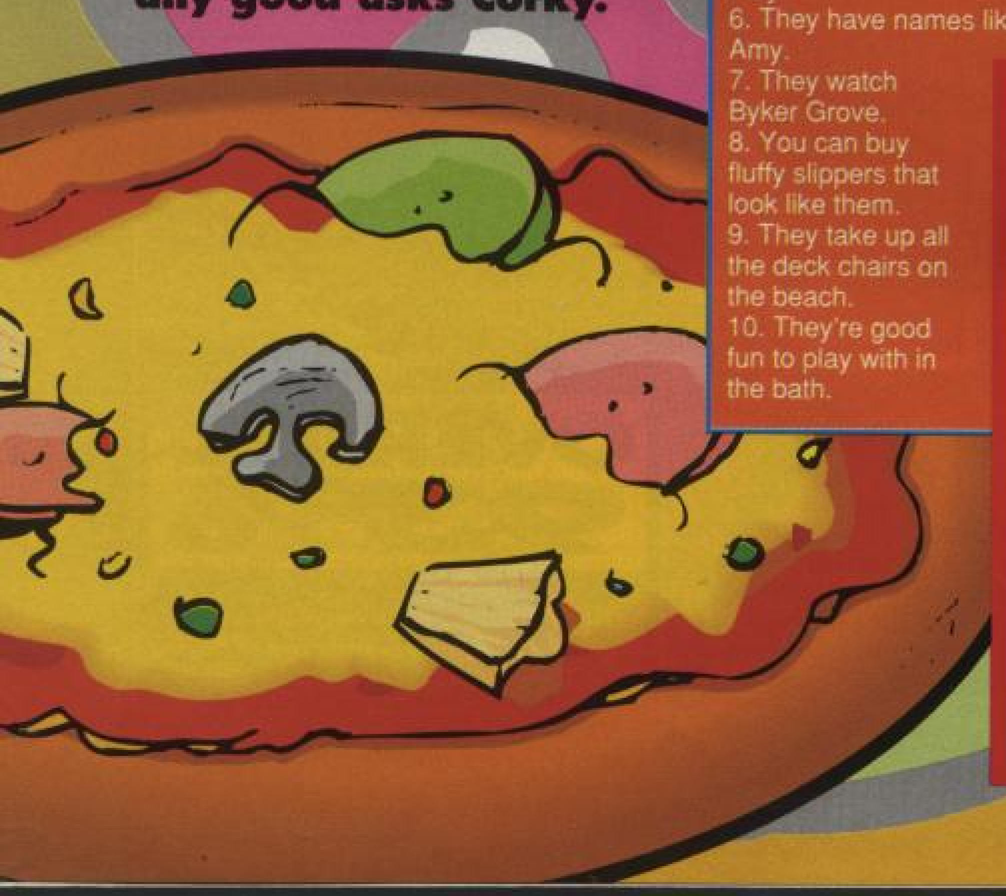
In each part of the building you have to kill off every last baddie before a wee 'Hurry Up' message appears on screen, warning you that there's even more evilness lying in wait just around the corner. In the first level, be wary of lift doors suddenly opening to reveal even more nasty beings, and don't loiter at the bottom of stairways for too long, 'cause humungous cannon balls have a habit of racing down and knocking you flat! The fire is a bit of a hindrance, as are the wheelie robots that appear from nowhere later on in the level. They have this fetish for electrocuting turtles and are pretty hard to get rid of at that. Listen to the clang of metal



TUR
THE

TEN THINGS YOU ALWAYS WANTED TO KNOW ABOUT TURTLES

1. They're a bit like a tortoise, but they're not.
2. They're a wee bit bigger than a terrapin and a lot less smelly.
3. They've got a shell to live in when the central heating's not on.
4. They bury all their eggs in the sand because they haven't got any baskets to put them in.
5. They wear turtle neck sweaters in the winter...well they would do, wouldn't they?
6. They have names like Murtle and Amy.
7. They watch Byker Grove.
8. You can buy fluffy slippers that look like them.
9. They take up all the deck chairs on the beach.
10. They're good fun to play with in the bath.



● Fighting the forces of the evil Shredder inside a burning building on level one. Be careful of the stairs, large boulders can coming bouncing down at you.



● Behind you! Rocksteady draws a bead on our hero in the junkyard. And is that Phil's car in the background?



flame-scorched room. The smoke slows you down as it's not as easy to see the adversaries, who now have guns. Later levels see you down in the sewers, in an underground car park and avoiding robot dogs and exploding barrels in a local factory! The enemy start to throw manhole covers and boomerangs, there are falling posters, skateboarders and laser beams to dodge. Strewth! Is April really worth it? Course she is — she's a journalist extraordinaire!

Save Ms O'Neil from the perils of hard-nose journalism and it's time to find the Turtles mentor, Splinter, who's been nabbed by Mr Evil himself, Shredder. If the formidable Foot Clan can be overcome and Splinter finally rescued, there's a meeting with old Shreddy himself in the Technodrome.

Er wow! I must confess that I never really liked the coin-op, so it came as no surprise when I found I wasn't too stuck on the Commodore version either. Even so, it's one helluva game! The title and incidental music is incredible, and those effects — er, wow! The sprites are well drawn and brilliantly animated, and even when they all come together they're still crystal clear.

A couple of criticisms: there is very little skill involved, as the game relies heavily on joystick waggling and button bashing, (but then so did the coin-op). More seriously, the two-player mode does not allow simultaneous play. Considering that the coin-op allowed four, this is a serious omission.

Even so, Turtles 2 is still a fun game.which will appeal to Turtles fans without insulting them like last year!



TLES
COIN OP 2

as your weapon hits their sturdy casing.

At each level's end, you have to tackle a big whacking fiend, who'll take some hammering before he'll surrender. It could be Rock Steady, it could be Be Bop, but one thing's for sure, the further you go through the levels the harder the opponents get!

It's just as well that the odd pizza can be eaten to replenish lost energy. — or provide an extra life if you already have full energy Plenty of pizza guzzling is needed for Level Two, methinks, as you find yourself in a

Getting there is not a leisurely stroll, I have to say, you never get a moment to yourself in Turtles 2.. It's action-packed to the fullest! Those henchmen never let up! Even when the next level's loading, there's hardly time to dial your friendly pizza parlour!

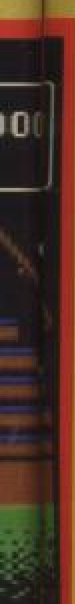
When the level's loaded you can admire the animation of the characters. The main sprites duck and dive with speed and grace with no flickering to be seen anywhere. The backdrops are all nicely drawn and extremely colourful. The flames are so life-like, Mother I could almost feel the heat from them!

Sound is fab and groovy. The title tune is bottom wiggling and the sound effects, such as the swishing of swords and clanking of metal are incredibly realistic. My only gripe, and it does alter my feelings towards the game a little, is that all the levels follow the same arrangement: ie move left and right, duck and dive, biff and bash. However, I reckon the game's speed and variety of graphics makes up for this.

I have to confess, before I played this I did think, 'Oh no! Not the Turtles again! BORING! '. However, gameplay is fast and furious without a doubt, but maybe just a little samey. Perhaps the whole Turtles theme is a bit long in the tooth now, see what you think. Plenty of pizza for me then, Jeeves, and don't spare the pepperoni!







● Home, sweet home, there's nothing like a warm, smelly sewer to a Turtle, is there dudes?

PRESENTATION 84%
Nice opening pics and end sequence, three lives, no continue-plays.

GRAPHICS 79%
Colourful backgrounds, nicely animated sprites.

SOUND 86%
Stompingly good title tune, fair in-game ditties.

HOOKABILITY 73%
Simple moves make it easy to get into, not altogether addictive.

LASTABILITY 75%
Ten levels provide a certain amount of variety.

OVERALL 74%
A good game, but it's appeal may wear off after a while.

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BASIC	– Return to BASIC
RESET	– Not for pokes or infinite lives
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RESET ALL	– RESET of any program.
TOTAL BACKUP TAPE	– As BACKUP DISK but to TAPE.
HARDCOPY	– At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.
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BLITZ!

HEROES OF THE LANCE

Kixx, £3.99 (Rerelease)

SSI's attempt to combine hack'n'slay action and RPG, *Heroes* falls flat on this face between two stools. The game involves guiding a party of eight adventurers in the quest to recover the Disks of Mishkail from a dragon's lair. A menu allows you to switch between characters, pick up and use objects, and cast magic spells.

Although the C64 game was never reviewed, it plays much the same as the Amiga version which didn't quite hack it in Issue 47, collecting a measly 40%. Gordo commented, 'Combat mode is about as easy as kissing a porcupine and the magic isn't interesting enough.' Kati found the combat controls 'far too awkward for it to be a hot action, "cut their 'orrible heads off" slash-'em-up — and there just aren't enough options to make the D&D interesting.'

If you want a true RPG, try some of the other SSI AD&D titles; if you want a hack-'em-up, there are plenty better than this hotchpotch.

OVERALL 34%



TURRICAN

Kixx, £3.99 (Rerelease)

Without doubt a milestone in C64 software, Manfred Trenz's masterpiece takes the Turrican hero on a journey through five worlds with a total of 13 sections and an incredible 1,300 screens. Turrican boasts an incredible range of weaponry including his trusty lightning bolt, which is activated by holding down fire and can be rotated 360° around his body by moving left/right. He also has a machine gun, energy lines (smart bomb), grenades to throw and mines to lay — the latter when he transforms into a rolling gyroscope! Icons, found inside stone blocks or left by aliens, can be collected for extra lives, extended lightning bolt, various gun power-ups, and extra energy lines, grenades and gyroscopes.

All this destructive power is needed to fend off the attacks of 50 different types of alien, not to mention the HUGE end-of-level superbaddies, including a massive screen-high piranha and huge clenched fist which tries to splat you. Most of the levels involve exploring multidirectionally scrolling, platform-filled caverns, but there's also a vertically scrolling shoot-'em-up level with Turrican zooming around on a jetpack.

When the game first arrived in

TURBO OUT RUN

Kixx £3.99 (Rerelease)

It's the age-old argument: 'mine's bigger than yours'. or in this case 'mine's faster'! When you own a Ferrari F40, everybody wants to beat you (—up, probably, for being a rich git!). So when some poser in a Porsche 959 (pah!) challenges you to a race across America, you decide there's only one way to shut him up.

Before the race starts in New York, you get to choose between a manual (hi/lo) or automatic gearbox. Your car is also equipped with turbo boost, but this soon overheats and so can only be used occasionally for an extra spurt of speed. Of course, the road is congested with obstacles and other vehicles to slow you down. As well as making the next checkpoint within the time limit, your aim is to beat that Porsche, otherwise he nicks your girlfriend in a neat animated sequence! Between multiloaded levels, you can ask the four animated mechanics to upgrade your car with a better engine (higher top speed), hi-grip tyres or special turbo (faster acceleration).

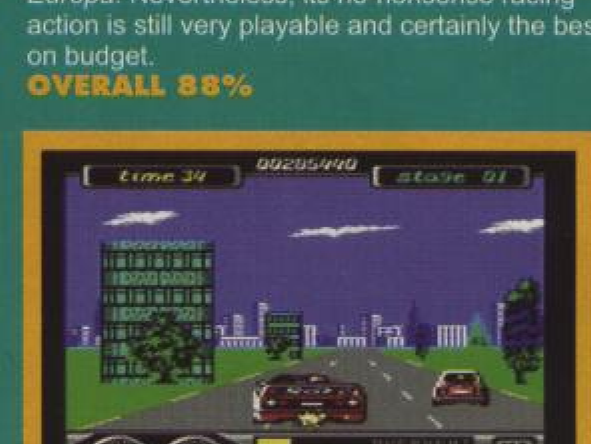
Turbo Out Run first roared into view in Issue 56, gaining a massive 97% from the ecstatic reviewers. Robin loved the impressive 3-D: 'At last we have a decent horizon effect on a 64 race game and Probe have kept the speed up all the way.'

Hoggy also lapped up the game's superlative presentation: '... static pictures, bonus scenes, even the map at the end of your game is brilliant.' And Stu enthused, 'Never has an arcade game's amazing presentation been so brilliantly recreated.'

However, the consequence of this on the tape version was one of the worst multiloads ever seen. It's incredibly sluggish and totally breaks up the flow of the race. The good news for multiload loathers is that Kixx are considering rereleasing the disk version.

As for the game itself, it has been somewhat overshadowed by *Turbo Charge* and *Out Run Europa*. Nevertheless, its no-nonsense racing action is still very playable and certainly the best on budget.

OVERALL 88%







Issue 61, it was greeted by gleeful astonishment and a 97% rating. No-one could quite believe how huge the levels were and how the gargantuan superbaddies zipped around the screen — an ecstatic Robin exclaimed, 'The fish is massive and moves as smoothly as you'd expect of an Amiga — if it wasn't our very own C64 I saw it on, I'd be convinced the host machine had a blitter in it!' Even the normally staid Scorelord was stirred by the gorgeous, varied scenery with 'waterfalls, the beautifully swirling water pools, the fearsome lightning weapon, shimmering diamonds, and ever more impressive backgrounds.' Phil also loved the graphics but discovered that '*Turrican* isn't deficient in the gameplay department either. The various weapons add an extra twist to the excellent arcade action: learning how to use them best is a fascinating process.' He also awarded it the ultimate accolade: 'good enough to eat'!

If you missed it first time around, then you must be mad — restore your sanity and get it today!

OVERALL 95%



STACK UP

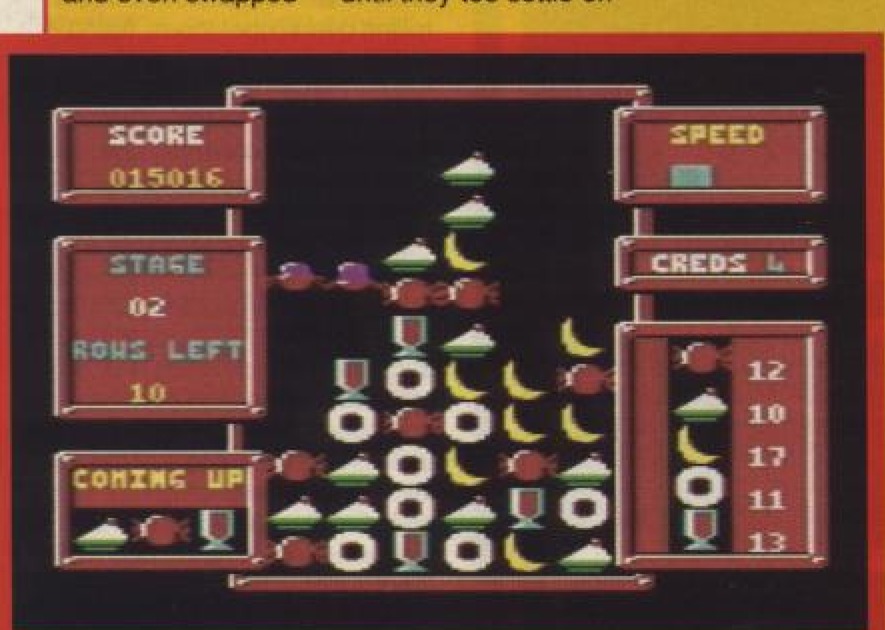
Zeppelin, £3.99

No, it's nothing like *Tetris*, honest! Okay, things fall down the screen and must be arranged to make them disappear, but it plays completely differently. Instead of awkward shapes you have trios of objects which can be moved left/right as they fall. By pressing fire you can also change their order, eg 'doughnut, blancmange, banana' to 'banana, doughnut, blancmange'. That's right, the objects are food! — although they can be changed to either traffic signs, weather symbols or heavenly bodies (no, not *that* kind; I mean stars, sun and moon etc!).

The familiar objective is to form rows (horizontal, vertical or diagonal) of three identical objects to make them disappear — destroy a set number before the stacked objects reach the top of the screen and you qualify for the next level. When any of the objects in the falling trio reaches the top of another object in the stack, it stops on top of it. However, the other two objects in the trio will continue to fall — and can still be controlled and even swapped — until they too settle on top of something.

This twist allows a lot more versatility than standard *Tetris*-style games, which should mean a greater tactical depth. Unfortunately, though, the game speed soon increases to an impossible rate where play deteriorates into total panic — it's simply too fast to think! A real shame, as later levels add interesting special features such as randomly appearing blocks, reversed controls, indestructible blocks and the requirement to make diagonal rows. There's also a neat scoring system with extra points for horizontal and diagonal rows, rows of four or more and those destroyed by chain reactions, plus bonuses for completing a screen and how much space is left.





Presentation is also of a high standard for a budget game, with choice of starting level, four sets of very nicely animated objects and an okay tune to accompany the action.

If only the pace built up more gradually, *Stack Up* would be a superb puzzler. As it is, it's still very addictive but also rather frustrating.

OVERALL 78%

X-OUT

Kixx, £3.99 (Rerelease)

Originally released by Rainbow Arts at the same time as the incredible *Turrican*, this is a more conventional, horizontally scrolling shoot-'em-up in the mould of *R-Type*. Rather than collect weaponry, however, you buy ships and arm them individually in the pre-level shop where a massive array of orbiting drones and weapons is available — as long as you've got the necessary cash, of course.

The large choice of weaponry brought the most praise when it earned 82% in Issue 61. As Robin said, 'Choosing how your satellites will move, and where to place them and drones is great. And working out which ship to arm how provides great tactical depth.' He was, however, slightly disappointed with the conventional nature of the shoot-'em-up action: 'There's a few nice touches, such as the aliens which leave matter trails behind them (as in *R-Type*) and impressive mid-level and end-of-level baddies, but only the weapons are new.' Nevertheless he liked the detailed graphics, as did the Scorelord: 'The graphic detail is superbly unpleasant, particularly on the end-level monsters.'

With eight levels of playable blasting action, *X-Out is well worth another look on budget. The only slight niggle is the need to reload the shop after dying on the first level.*

OVERALL 85%

COMING SOON

They tried their darndest, but ZZAP! has survived to fight another day, still the nation's best C64 reviews mag, brighter, bouncier and more all-around wonderful than a container-load of any other mag. Taking you into the New Year in the standard, no-holds barred ZZAP! style with high expectations for the TIB, C65 and cartridge mania, you just can't miss Issue 80 because...

• PARADROID IS HERE!

Megatape 24 boasts arguably the finest C64 game ever, Andrew Braybrook's amazing ***Paradroid,*** yet another **ZZAP!** Gold Medal winner with nothing less than 97%. A silky smooth mix of multidirectional scrolling, tactical play and a lightning fast sub-game, this is an all-time classic and the C64 version remains by far the best, outclassing even the Amiga game which had only vertical scrolling. Also on this stunning not-to-be-missed Megatape will be the ***Spy Vs Spy III: Arctic Capers*** and some great demos. For the best in C64 gaming, you know where to come!

• MEGA-POSTER-CALENDAR PART TWO

Complete your huge freebie next month with the final part of your superb calendar and mega-art Oli epic pic!

• The magazine they just couldn't kill will be back with all the usual goodies, the nation's top letters in Rrap, mega-tips in It's Corky, the most comprehensive £3.99 reviews in Budget Blitz and all the latest news stories in Stuff

• Catch all those Santa specials which just missed the sack, the games to kickstart the New Year in style: ***Alien Storm, Bonanza Bros, Cisco Heat, Double Dragon III, Elvira: The Arcade Game, G-LOC, The Simpsons, Super Space Invaders, Toki, Winter Camp*** and maybe, just possibly, ***Neighbours!***

• For an incredibly celebratory, not to say ever so slightly inebriated introduction into the New Year, catch the tinsel-touched **ZZAP!** Issue 80 on December 26th, a Boxing Day feast which — if you fear being ever so slightly Phil Kingly (ie sick as parrot stuffed with turkey) — may be reserved with the extraordinarily handy form on the left.

• Dear Newsagent, I would be forever and eternally grateful if you would reserve me my very own monthly copy of that ever wonderful organ, ZZAP! 64, starting with the January issue, on sale December 26th.

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The editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop us a line at the normal address). No person who has any relationship, no matter how remote, to anyone who works for either Europress Impact or any of the companies offering prizes, may enter one of our competitions.

SUPERSUB STRIKES BACK!

SUBSCRIBE TO ZZAP! AND GET A FREE OCEAN GAME!!!



● Roy of the Rovers, eat your heart out. I may be the usual type of vacant editor during the day but at night I magically transform into... da, duh, derrrr... Supersub, the hunky hero (as my mirror tells me) who always comes on at the last minute to save the day! Hurrah!

This month's heroic feat, courtesy of Supersub, is the transfer deal you've always dreamed of: no, not selling Gazza for a ridiculously high fee (5p) but a chance to get ZZAP! delivered to your home, plus a free Ocean cassette* game of your choice...

(*Add £4 if you want your game on disk.)

either

WORLD WRESTLING FEDERATION
Step into the boots of that strapping lad, Hulk Hogan, in this Sizzling beat-'em-up, and dream you're as hunky and heroic as Supersub! I'm a man and I've got big muscles (somewhere), so there!



or

SMASH T.V
A nightmare of a gameshow, a Sizzling dream of a game. Smash all those baddies and beat up that smarmy host — why, he's not nearly as sincere and well-groomed as Supersub!

or

HUDSON HAWK
A totally accurate conversion of my favourite movie! Now, being a clean-living, perfect sort of guy, Supersub doesn't normally believe in burglary, but during the game you do have to engage in a bit of thievery to save the world! And Supersub would just like to say, I admire Bruce Willis's quiff — it's just like mine!

How much would you pay for such a deal? £6 million (and it hasn't got a gammy knee!)? Well how about this to get the crowd roaring?...

£24!

(UK only. *Add £4 if you want your Ocean game on disk)

● Why, even my thick-as-ten-short-planks sidekick, Superscreen-shotman, could tell that this is a pretty amazing deal for all you young Zzapers out there. It's a pity he's such a plonker, really. Instead of doing the screenshot grabs for this issue and giving you all those lovely pictures, he'd much prefer to play 'driller killer' doing DIY upstairs on noticeboards and peoples heads! Messy! Why can't everyone be as suavé and sophisticated as Supersub? Well, I suppose I am the one and only, nobody I'd rather be. Apart from Julian Clary, perhaps. (We didn't write this at all and have no responsibility for it — All the Zzap! crew except Phil!)

YO! ZZAP!

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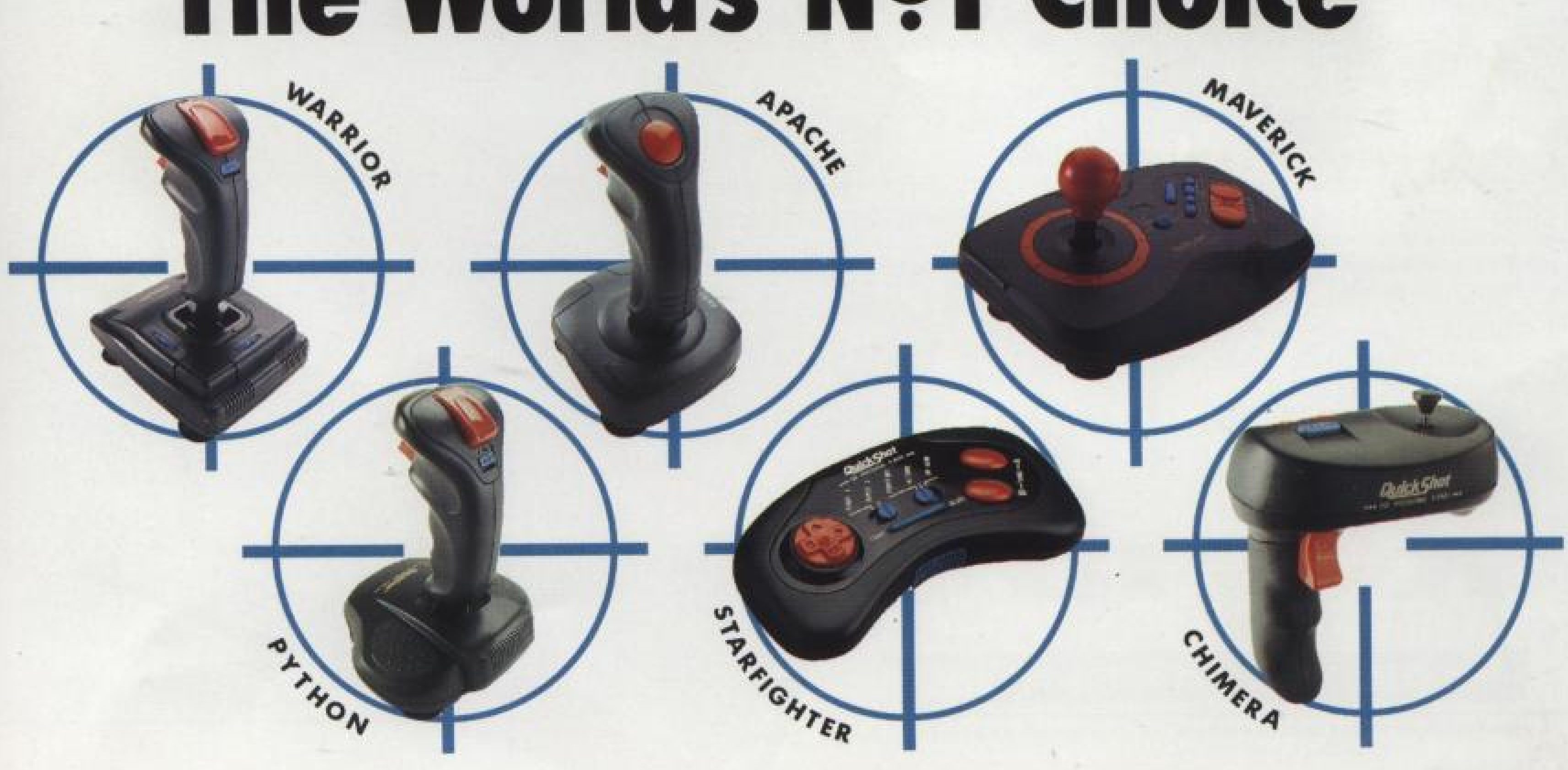
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ZZAP! 64





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